WILD
IMAGINARY
WEST
™
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RUNE
FOUNDRY
OFFICIAL GUIDEBOOK
A Roleplaying Game in the World of Boylei Hobby Time

WILD IMAGINARY WEST™
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WILD IMAGINARY WEST™

OFFICIAL GUIDEBOOK

From the settling of America, the West remained mostly uninhabited. Past the Mississippi, large and aggressive animals kept the land inhospitable for human development. It was too costly and dangerous to homestead, and without a chain of settlements for resupplies, prospecting just wasn't worth it. There was a vote to use the military to clear the West of the giant beasts. The cost was seen as too great for too little return, so the nation voted against it.

The development and distribution of a device known as a Forstall involved some very important people and was riddled with conflict, controversy, and tragedy. These devices were created to deter monsters using a new method of transmitting energy. In spite of the odds, the creation of these devices happened and allowed the average person to travel in greater safety throughout the West. This triggered the slow beginnings of western expansion.

The danger was still great, but prospectors, trappers, hunters, and fools decided there was enough of a reward for them out west. And, as always, when somebody leads the way, others are sure to follow.

Boylei Hobby Time,
Creator of the Wild Imaginary West

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View battle maps, listen to official Wild Imaginary West™ music, and download expeditions at runefoundry.com/wild-imaginary-west

Original concept art by Boylei Hobby Time

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TO THE ATLANTIC

INTO THE IMAGINARY

WHAT IS THIS GAME?

The Wild Imaginary West™ is a unique setting originally created by the legendary YouTube crafter Boylei Hobby Time. You can watch Wild Imaginary West videos to gain inspiration for playing!

In this game, the Wild Imaginary West comes alive as your posse sets the narrative. You'll be working cooperatively with the goal of telling an epic story together! Gather your posse and tell your character's story in an alternate history of the United States of America where monsters rule nearly everything west of the Mississippi River.

This system has been built from the ground up for the ultimate Wild Imaginary West gameplay. Your characters will use rugged technologies, careful teamwork, and powerful abilities to succeed in dangerous expeditions or die trying. The legendary monsters lurking in forests, plains, caves, and deserts are each uniquely lethal.

As you progress in the game, your character can unlock new abilities, improve their skills, and more. Purchase or craft technological upgrades, useful gear, and even rideable mechs as you explore the western frontier.

WHAT CAN I EXPECT?

The opportunities are nearly endless in a roleplaying game because you create the stories. Hunting monsters can be highly lucrative, but you might also find yourself becoming the prey.

It won't be long before you're protecting wagon trains, finding missing persons, harvesting monster poisons, solving mechanical puzzles, gathering resources for weapon upgrades, repairing mechs for your own use, recovering lost treasures, fending off local bandits, and more.

Monsters don't always have claws and sharp teeth. Gangs of outlaws, rivaling Factions, and even the Railroad Company can stir up plenty of danger. It's up to you to play nice, play dead, or play heroes that become legends.

If you'd prefer to be opportunist outlaws rather than heroes, your infamy may lead to even greater opportunities. Riches await those who take advantage. The choices are yours... let the consequences follow.

WHAT DO I NEED TO PLAY?

The Wild Imaginary West may not be an easy place to live in, but at least the RPG is easy to get started. You'll need the following to play:

THIS GUIDEBOOK

This guide is an introduction to the Wild Imaginary West RPG and teaches what the players and the Warden need to begin playing.

While the Warden should be the most familiar with this guide, we encourage all players to take a look for themselves. Included are tips and examples for how the game should be played, useful to everyone.

A WARDEN & PLAYERS

The Warden (a.k.a. gamemaster) puppets the world and helps guide the narrative. The players each create and act as unique characters. Both Warden and players share the goal of creating an epic story together!

The Warden describes the setting, presents challenges, and plays alongside the players as NPCs (non-player characters) and monsters. They are a source of knowledge for the rules and should hold players to them. To help create an epic story with the players, the Warden should make challenges satisfyingly difficult while also encouraging and rewarding players for their efforts.

Your group may have as many players as you like, although we recommend between three and five. Each character is unique with their own backstories, motivations, and concerns. Try taking on your character's personality as you play for an even more immersive experience. Work together with the Warden and other players to tell an amazing story. Don't forget to share the spotlight so other players can have their moment to shine!

CHARACTER SHEETS & PENCILS

Each player needs their own Wild Imaginary West RPG character sheet that acts as a resource and reference for the players. It keeps track of who their character is, how they're doing, and what items they've acquired. It contains information for a character's specific role and helps them define the character's wishes and worries.

Each Trade has its own character sheet. Pick one and get started!

If you're nervous about roleplaying for the first time, you're not alone. If it helps, you can think of a movie character, or even get started by playing a version of yourself. Although we promise that you'll have more fun in this gritty and imaginary world as someone born in it! Work with your Warden and the other players to set the tone of your game and voice any concerns. Remember - this is a game. Relax, kick off the boots, and have a good time.

OFFICIAL BULLET DICE

You're a diceslinger now, and we hope you've got yours ready. The fate of your character is at stake.

Nothing is for certain in the Wild Imaginary West! Dice are used to determine outcomes in many situations. Your chances for a successful result can be improved as you upgrade your character over time.

To dictate what happens within the story, two sets (Black and Gold) of dice are rolled by both the players and the Warden. You will see these dice sets abbreviated to "B" for the Black set and "G" for the Gold set. If you see 2B, roll 2 Black dice. If you see 3G, roll 3 Gold dice. Experienced characters may also roll a combination of dice together, like 4B2G.

Each dice set uses symbols for fast resolution, explained below. The Gold dice have one more Hit and one less Blank than the Black dice for greater advantage and chance of success.

When multiple dice are rolled together, that is called a dice pool.

HIT — Each Hit represents some success. In combat, Hits do 1 damage if they aren't Dodged or otherwise blocked.

ACE — Equal to 2 Hits. In combat, Aces do 2 damage if they aren't Dodged or otherwise blocked. If an Ace is rolled during combat, mark one Ace underneath your Ace-in-the-Hole ability on your character sheet until the meter has been filled up and is ready for use!

SPUR — The player may reroll Spurs if their character has unlocked the Talent for the category of roll being made. If you roll a Spur, roll it again until it turns into a different result.

BLANK — 1 Failure. Sorry partner, tough luck.

A TIP FOR THE WARDEN

MISFIRE

When playing with official bullet dice, there's a small chance one could land standing straight up on its end, resulting in a "no symbol" outcome. This is referred to as a "Misfire". Use the following idea or enact your own house rules!

When any player's bullet dice Misfire, they are given to the Warden to use for any one roll as they please, including monster attacks or for an NPC's skills. This trail goes both ways however, so the Warden should be prepared to hand over their Misfired dice to the players if the time comes. The Misfired dice return to the owner once they are used in a roll.

PLAYING WITH NON-OFFICIAL DICE

Instead of numerical dice, official Wild Imaginary West RPG dice have symbols on each side to speed up the gameplay. It's easier to count and match symbols than converting numbers, but if you don't have access to the official dice, you can use this conversion table.

If playing without official Wild Imaginary West dice, use the following conversion table with any six-sided dice:

D6	BLACK	GOLD
1	*Blank*	*Blank*
2	*Blank*	*Spur*
3	*Spur*	*Hit*
4	*Hit*	*Hit*
5	*Hit*	*Hit*
6	*Ace*	*Ace*

AND PLENTY O' GRIT!

Now that you have what you need and a grasp on the basics, get ready to create a character, hunt monsters, face off against dangerous gangs, and ride off into the sunset of the Wild Imaginary West!

JUST WANT THE COMBAT?

You can use the rules and resources in this book to create your own skirmish battles. One person can control multiple people while the other controls one or multiple monsters for a more traditional skirmish gaming experience. Trust us when we say combat is more fun when you're telling a story with it! Try roleplaying even if you haven't before.

!

!

Location:
Sapor Outpost, deep within The Rockies

¡

¡

2

SADDLE UP

Players take on the role of one character during the game. The Warden creates and plays as monsters and NPCs, including enemies, shopkeepers, townspeople, and other travelers to fill the world. When you see the term "characters", this is referring to those created by players.

CREATING YOUR CHARACTER

Since the invention of the Forstall, the West has become somewhat of a free-for-all. The wildness and unpredictable nature of the frontier attracts every kind of person you'd imagine. Whether you're looking for wealth, adventure, fame, or trouble, the West offers something for just about anyone. Let's figure out who you are, partner.

STEP 1: PICK A TRADE

Each Trade is explained in detail later in this section. Once you've picked one to play, grab the corresponding character sheet that matches your chosen Trade.

STEP 2: GET TO KNOW YOURSELF

Write your character's name in the top right panel of the front side of the character sheet. If you'd like help picking a name, you can use the NPC names table on page 204.

Describe their physical appearance in the Appearance panel on the back side of the character sheet. What's the first thing a stranger might notice about them?

Explain your character's purpose for journeying in the Wild Imaginary West in the Disposition and History panels on the back side of the character sheet.

Consider the following questions:

- *What might have happened to your character that they're hoping to resolve in the West?*
- *What causes them immediate worries?*
- *Do they have ties to any Factions or other groups already?*
- *What do they hope to accomplish?*
- *Do they have any quirks or idiosyncrasies?*
- *Is there anything they wouldn't do?*
- *Are the characters in this group connected to each other? If not, what keeps your character around?*

WHAT'RE YOU AFTER?

The section about your Trade can give you ideas for what matters to your character. Their reason for being in the West could also be unrelated to their role, but rather based out of a life experience.

STEP 3:
ASSIGN YOUR SKILLS

Every character and enemy in the game has 4 Skills to use: Charm, Finesse, Intuition, and Nerve. In this step, assign between 1-6 Black dice to each Skill. Ain't no one dumb enough to have 0 in a Skill. You have 12 Black dice to assign total to your character.

See the "Skills" section below to learn how these Skills are used.

◆

QUICK BUILD

For a balanced build, use the suggested standard combination of 4, 3, 3, 2 found in the Skills panel on the character sheet.

◆

STEP 4:
GRAB YOUR GEAR

Each character holds inventory either on their person, horse, or mech. Inventory includes all weapons, items, keepsakes, and other gear that your character might be holding.

All new characters begin the game with a Used Pistol and a pocket knife, unless the group chooses to start at a higher Prestige (see page 33). Write those down and note their stats in the Weapons panel on the front side of the character sheet:

No one starts their journey out West with nothing but the clothes on their back. When creating your character, choose an Equipment Pack from the list below and write down what gear you have in the Inventory panel on the back side of the character sheet.

EXPLORER'S PACK

Backpack, thick blanket, crowbar, rations, waterskin, flint & steel, journal & fountain pen, compass (+1B to Intuition rolls made to navigate)

PATHFINDER'S PACK

Backpack, bedroll, ball peen hammer & rivets, rations, waterskin, push-button sparker, lantern, 2x Pain Pills (1B First Aid)

WANDERER'S PACK

Backpack, tarp, wrench set, rations, waterskin, bow drill, 30 yards of rope, fishing pole (+1B to Finesse rolls made to fish).

TRAVELER'S PACK

Backpack, bedroll, multi-tool, rations, waterskin, matches, novel, harmonica (+1B to Charm rolls made to play music).

Add one or two small keepsakes (from the list below, or of your own creation).

- *A letter from a family member or friend*
- *A picture of your family's homestead*
- *A wanted poster with your face on it*
- *A pocket watch with a meaningful inscription*
- *A silver harmonica*
- *A set of paints and canvas*
- *A handkerchief with an insignia belonging to a mystery enemy*
- *A pocket knife with your initials carved in it*
- *A locket with a picture of your beloved*
- *A dried flower preserved in the pages of a notebook*
- *A fossil of a trilobite wrapped in cloth*
- *A coded message inscribed on a crumpled note*

◆

NOW, THINK ON THIS...

Where did your character get their Used Pistol and other items? Were they a gift from someone meaningful in your life? Did you find them somewhere?

◆

Your character also starts with one slot for Supplies that can be used for grabbing simple useful items from your pack like a hammer or rope. Other than taking note of the amount of slots available, you don't need to write anything for this yet. It can be found in the same Inventory panel.

That's enough to get started, but you can learn more about gear and Supplies in Section 4 of this book, "Grab Some Gear".

STEP 5:
FILL OUT THE DETAILS

Write "10" in the Max box of your Health panel, found on the front side of your character sheet.

Roll 6B to see how many dollars are in your Wallet. Aces equal $2, Hits equal $1, and Spurs and Blanks equal $0. Write this number in the Wallet box of the Inventory panel.

If your character is starting as a brand new Tenderfoot, write "0" in both the Total and Unclaimed boxes in the Prestige panel, found on the back side of the character sheet.

You're almost ready for your trek into the uncharted and dangerous West! There's still a few things that might be worth learning about.

THE GUNSLINGER

WILD IMAGINARY WEST

NAME Thaddeus "Blackheart" Crane

SKILLS
practice & master with Prestige

CHARM convince, barter, intimidate, calm	B B B	*quick-build: assign 3B*
FINESSE sneak, craft, steer, fix	B B B G	*quick-build: assign 4B*
INTUITION track, investigate, observe, discern	B B B	*quick-build: assign 2B*
NERVE climb, lift, grapple, push	B B G	*quick-build: assign 3B*

HEALTH
increase max Health with Prestige

max 10 | 7 8 | def 1B

GRIT
action points reload on your next turn

1 2 3 4 5 6

STATUSES
relieved by rolling with the associated Skill

CHA	1	**AFRAID** Cannot move closer to source. Attack pools halved.
FIN		**BURNED** -Health equal to Status Severity. *Lasting: Max = -2.*
INT		**DAZED** Roll 1B to determine if the desired Action occurs.
NRV		**ELECTROCUTED** Cannot Aim or Dodge. Convert Gold dice to Black.
NRV		**POISONED** Roll -2B with any Skill. *Lasting: -1B with any Skill.*
F/N	2	**TRAPPED** Cannot take the Move or Dodge Actions.
INT		**UNCONSCIOUS** Cannot take Actions except to remove this Status.

WEAPONS
each weapon has between 1-4 upgrade slots

Manufacturer Eastling Arsenal
Model Fixed-Blade
Upgrade Slots 1

Grit 2

ARM'S REACH: G G
SHORT RANGE (thrown): B
LONG RANGE:

1. Rubber Grip — L1 Precision - 1B to 1G
2.
3.
4.

rds | SP. AMMO

Manufacturer Brig & Jones
Model Model-310 - Pistol
Upgrade Slots 2

Grit 2

ARM'S REACH: B
SHORT RANGE: B G
LONG RANGE:

1. Rangefinder Lens — L2 Optic - 1 Hit to Ace
2.
3.
4.

rds | SP. AMMO

Manufacturer Finncaster Company
Model Red - Rifle
Upgrade Slots 4

Grit 3

ARM'S REACH: G
SHORT RANGE: B B G
LONG RANGE: B B B B G G

1. Overcharge Chamber — L2 Damage (Long) - +2B
2. Kickback Stabilizer — L1 Accuracy (Short) - 1B to 1G
3. Heartbeat Sensor. Detect at Forstall range +1 Short Range
4.

rds 3 | SP. AMMO Piercing Rds

rds | SP. AMMO

ABILITIES
abilities can be used freely unless otherwise specified

SHARPSHOOTER
You aim more effectively by anticipating the target's intentions. On any attacks at Short Range or longer, you automatically bypass 1 of the target's Defense.

SHARPSHOOTER 2
uses
Your marksmanship is unmatched. Going forward, any attacks at Short Range or longer automatically bypass 2 of the target's Defense.

4 Prestige
(2/day): Spend 1 Grit. For one turn, any of your Ranged attacks can increase by 1 Range level.

CUT OF THE PROFIT
4 Prestige
As long as you have a "Neutral" or better Reputation with your employer, you receive 20% more money for bounties or other hired jobs at the time of completion.

DEADEYE
uses
4 Prestige
(2/day): Experience outranks everything. When you take the Aim Action before attacking, you may reroll 2 dice of your choice, instead of 1.

A CERTAIN NOTORIETY
4 Prestige
Your business is to know how and where to find your bounty. In any large city you visit, you have a contact in a guild related to this line of work. This contact can provide information on your bounty's habits, last known location, or other rumors.

QUICK-DRAW
uses
4 Prestige
(2/day): Your lightning-fast reaction time has kept you alive this long. You gain +2B to Finesse rolls made to determine turn order.

ACE-IN-THE-HOLE
Aces
Rapid Fire. *(Pistols)*
Time slows down and bullets fly. Spend 2 Grit and choose 1 target within Short Range. Roll 6B and deal damage to this target equal to the number of Hits rolled.

ACE-IN-THE-HOLE 2
6 Prestige
Bullet Storm. *(Pistols)*
Your Rapid Fire becomes a raging storm. Spend 2 Grit, roll 4G, and increase to Long Range. Instead of a single target, assign the damage rolled between multiple targets.

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PRESTIGE
fame & progression

38 TOTAL | 6 UNCLAIMED

cost	
2	**Practice Skill** Choose one Skill. Exchange one of its Black dice to Gold.
2	**Increase Health** *(max: 5 times)* Increase your max Health by 1.
4	**Develop Talent** Gain the opportunity to reroll Spurs with a specific Talent.
4	**Unlock Ability** Acquire a new ability, unique to your Trade.
6	**Master Skill** *(max: 3 times)* Add +1B to a Skill of your choice.
6	**Ace-in-the-Hole! 2** Unlock your Trade's second Ace-in-the-Hole ability.

TALENTS
reroll Spurs when using marked items

- [x] **Charm** *(convincing, intimidating)*
- [x] **Finesse** *(sneaking, crafting)*
- [ ] **Intuition** *(tracking, observing)*
- [ ] **Nerve** *(climbing, lifting)*

- [ ] **Bows** *(bows & crossbows)*
- [ ] **Defense** *(dodge & cover)*
- [ ] **Explosives** *(dynamite & grenades)*
- [ ] **First Aid** *(kits & consumables)*
- [x] **Forstalls** *(sweeping & bursts)*
- [ ] **Mechs** *(attachable upgrades)*
- [ ] **Melee Weapons** *(incl. improvised)*
- [ ] **Mounted Weapons** *(incl. artillery)*
- [x] **Pistols** *(simple & versatile)*
- [x] **Rifles** *(accurate at Long Range)*
- [ ] **Shotguns** *(powerful at Short Range)*
- [ ] **Traps** *(incl. improvised)*

REPUTATION
alters Charm rolls made against a faction

	FACTION Hogwild Gang — Helped Driftwood protect the leader	FACTION Railroad Co. — Made the Colin guy angry	FACTION
+2B	Revered	Revered	Revered
+1B	[x] Helpful	Helpful	Helpful
+0B	Neutral	Neutral	Neutral
-1B	Suspicious	[x] Suspicious	Suspicious
-2B	Hostile	Hostile	Hostile

GEAR ITEMS
first aid, explosives, & traps

Item Burn Relief
Type First Aid
Grit 2
Remove the Burned Status and its lasting effects

Item Dynamite x2
Type Explosive
Grit 4 | G/B G/B G
Bang! Property applies. Arm's Reach Radius 3G. Short Range Radius 2B

Item Weighted Net
Type Trap
Grit 4 | B B G
Hits=Trapped Status Severity
1 upgrade slot

HORSE
you're only as good as your loyal steed

Name Applejack
Breed Appaloosa
Breaking Point 8

HEALTH max 12

DISPOSITION Loyal and hates to be alone

BOND
- [ ] Revered
- [x] Helpful
- [ ] Neutral
- [ ] Suspicious
- [ ] Hostile

BREED ABILITY (Revered)
+1G to Charm rolls while mounted

APPEARANCE
White and tan spots, white blonde mane and tail

DISPOSITION
attitude, worries, & wishes

Cold and quiet. Doesn't want to become old without people around him, but will never say it out loud.

APPEARANCE
age, build, & attire

42 years. Athletic but thin. Wears a very well-worn gray duster. His hat is the widest in the West.

HISTORY
how your legend began

The only one to walk away after a botched train job. No family left and no posse willing to ride with him. Drifts from town to town, stirring up just enough trouble to stay sharp but never enough to hang. Folks say he's a storm in a duster. Restless, reckless, and always riding alone.

INVENTORY
loot, trophies, & additional items

Backpack, tarp, wrench set, rations, waterskin, bow drill, 30 yards of rope, fishing pole (+1B to Finesse rolls made to fish), a coded message inscribed on a crumpled note, Giant Centipede Carapace section (+1B Defense)

slots 1 | SUPPLIES

WALLET $ 67

SCRAP 13 pcs

FORSTALL
emits energy waves that disturb and repel monstrous creatures

Model Backpack
Total Upgrade Slots 2
Range Short

1. Bracket Rotary Pins — L1 Calibration - 1B to 1G
2. Arc Repeller — L1 Battery Charge - +1
3.
4.

of 2 3 | CHARGES | hrs 2 | DURATION

Grit 4 | B G

KURTZ FREQUENCY (KZ) — INT

MECH
carts, wagons, & cabins given the chance at a new life

Class Downtcher
Upgrade Slots 2
Speed Normal

1. Hitch Cargo Carrier — L2 Storage Upgrade - +1 Supply Slot
2.
3.
4.

HEALTH

max 10 | def 1B

- 10 **Functional** *(Full Health)* All systems are fully operational
- 5 **Compromised** *(Half Health)* Grit cost to Move is doubled
- 0 **Totaled** *(No Health)* Evacuate immediately

slots 2 | SUPPLIES | 1B | PLAYER COVER

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SKILLS

Every character, enemy, and NPC has the same four Skills, though their competence in each one may vary. During play, the Warden will ask players to roll with a particular Skill depending on when and what the situation calls for. Anytime an action might require significant effort – or when a failure might make the story more interesting – is a good time to ask for a Skill roll.

CHARM

"Roll with Charm" when using your social skills to get what you want, whether with a friendly or less-than-friendly approach.
For example: convincing an outlaw, bartering with a shopkeeper, or calming a horse.

FINESSE

"Roll with Finesse" when performing actions that require special concentration, especially dexterous activities. For example: sneaking, tinkering, playing music, or hiding an ace up your sleeve.

INTUITION

"Roll with Intuition" when observing, investigating, or otherwise trying to gain information. For example: looking for tracks, keeping watch in the dark, or sensing danger.

NERVE

"Roll with Nerve" when you need your strength or agility to get you through a challenge.
For example: climbing up a cliff, breaking out of a net, or stomaching bad beans.

The quantity of dice to roll for each Skill is tracked on the character sheet.

YOUR CHARACTER'S PERSONALITY

Not only will these Skills be used to determine situational outcomes, they should also influence a character's personality for roleplaying. Remember that every great character is known not only for their strengths, but also their weaknesses!

A character with high Charm and low Finesse might be well-spoken but otherwise clumsy. What might you say or do while playing to help reflect this character's personality?

TASK DIFFICULTY

The task difficulty table below shows how many total Hits are needed to accomplish any task at hand. This is also called the target number.

HITS REQUIRED *(determined by the Warden)*	TASK DIFFICULTY
1	*Very Easy*
2	*Easy*
3	*Medium*
4	*Difficult*
5	*Very Difficult*

A player might also use some creative problem-solving to make difficult things easier. The Warden should reward players for creative problem-solving by lowering the difficulty when the attempted solution makes sense.

For example, a character might pull over a nearby wooden crate to use as a step-stool to better reach a low roof. Whereas it would have been Very Difficult to reach the roof before, using the crate now perhaps lowers the difficulty to Medium.

In a social situation, a character might have a very convincing argument for enlisting the help of an unwilling NPC. It might have been Difficult to convince the NPC to help otherwise, but the Warden decides to lower the difficulty to Medium because of the arguments made.

A TIP FOR THE WARDEN

Try narrating successes or failures based on the Hits of the dice compared to the difficulty level. If a player rolls close to the required Hits but not quite, is there a partial success that would make sense in that situation?

REPEATING FAILED SKILL ROLLS

If a player fails a skill roll and chooses to try again, the Warden may determine a negative consequence for doing so.

For example, if successful on a second Charm attempt to convince an outlaw to free you from the county jail, they might let you go, but not without a hefty payment first.

CHALLENGE ROLLS

Characters may often find themselves challenging an opponent in some way that becomes a contest. A roughneck cowpoke might be wrestling an outlaw to pin him to the ground using Nerve. Or a game of poker might rely on who can tell the other is lying using Intuition.

If the Warden deems the situation worthy of a Challenge Roll, both sides roll the same Skill to determine the outcome. Whoever has the most Hits is successful in winning the challenge. In case of a tie, that means the struggle ain't over yet! Roll again until a winner becomes clear.

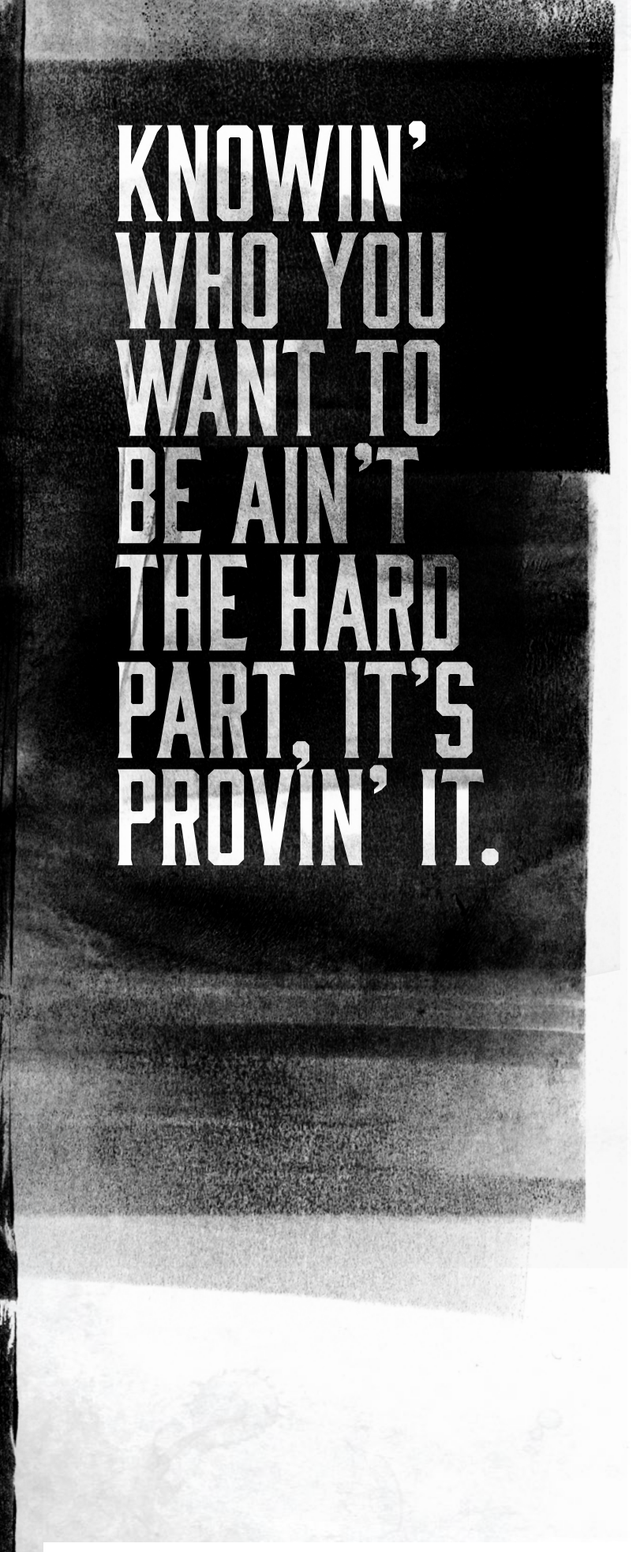
HELPING

Players may decide to assist each other in accomplishing tasks. If the Warden agrees that another player could reasonably assist, then the Helping player may roll half of their Skill dice (rounded up) and add the result to the attempting player's Skill result. If multiple players are Helping, then they all roll half of their dice for the Skill and only the most successful roll is added to the attempting player's roll.

If Helping during combat, refer to the Prepare Action on page 42.

Finnigan is hanging off the side of a cliff, pushed off the edge by the beat of a Queen Condor's wing. He needs to roll with Nerve to pull himself up to safety, otherwise he may fall to his death. His friend, Dale, runs over to help him climb up.

The Warden asks Finnigan and Dale to both "roll with Nerve" and thinks to themself that this will be a Medium-difficulty task, requiring 3 Hits. Finnigan rolls 3B according to his Nerve Skill, but only gets 1 Hit. His grip is slipping. Dale can only roll two of his four Nerve dice to help, but luckily gets an Ace with one of those, narrowly meeting the required 3 total Hits to successfully yank Finnigan to safety, both out of breath!



TRADES

Out West, a whole new set of skills and specializations are needed for survival. While many people came from established occupations in the East, life past the Mississippi provides a clean slate for whoever wants it. These skills funnel into distinct trades and ways of life that are acquired through family, formal training, or trial and error.

Each character has a role in their posse called their Trade. Each of these Trades come with their own character sheet which you'll use to track important details about your character. Due to the flexible nature of this RPG, two characters of the same Trade can be very different depending on the choices you make with each one.

ABILITIES

Each Trade has six Abilities, unique to them, that can be found on your Trade's character sheet. All Abilities cost at least 1 Grit to use during combat, unless specified otherwise. Some Abilities are limited to only be used twice per day.

Each new character starts with just two Abilities: a regular Ability and the Trade's first Ace-in-the-Hole Ability. Additional Abilities can be unlocked using Prestige (progression points given to players, which can be used to upgrade their character. See the "Prestige" section on page 32 to learn more).

ACE-IN-THE-HOLE ABILITIES

Alongside their regular Abilities, each Trade has an Ace-in-the-Hole Ability. The Ace-in-the-Hole Ability can only be used when you have rolled at least six Aces during a combat situation. Track each Ace rolled underneath your Ace-in-the-Hole Ability on your character sheet.

A second version of your Trade's Ace-in-the-Hole Ability can be unlocked using Prestige, as with your other abilities. Use the same Ace counter and choose which Ace-in-the-Hole Ability to use.

Using either Ace-in-the-Hole Ability resets the Ace counter to zero. Resting by a campfire or town also resets the counter.

WHAT'S YOUR CALLING?

THE DOCTOR

THE GUNSLINGER

THE HUNTER

THE MARSHAL

THE MECHANIC

THE PROSPECTOR

THE TRAPPER

!

!

¡

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THE DOCTOR

HEALING & SUPPORT

THE DOCTOR IS A SKILLFUL EXPERT IN THE EVER-NECESSARY ART OF HEALING.

Staying alive in the West is much easier said than done; that's why Doctors have to be brave, adaptable, and cunning. The lives of those you care about are at stake.

As a Doctor, you can shift the tide of a battle. In the moments that matter most, you act with a clear head and a strong will to keep your posse alive. You might deal out as much damage as you do healing. Entering dangerous situations feels at least somewhat safer with you by their side.

You may have been trained professionally at a school in the East, by a willing mentor in your hometown, or perhaps through your own determined studies. Your methods may be professional or occasionally unconventional, driven by your own innovation.

Your profession is most commonly motivated by a care for others. High demand for doctors also leads to well-paid work and a higher status in society, both of which may also be motivating to you.

In the treacherous wilds of the West, the power of well-trained care can never be undervalued.

ABILITIES

CURATIVE CARE

The art of healing is crucial to your posse, and you know how to make your First Aid supplies last. Consumable First Aid items used by you have twice as many uses.

CURATIVE CARE 2

When using a First Aid item, gain an additional +1B.

(2/day): You're able to use mundane items in your healing. Using materials available to you, spend 2 Grit and roll 2G, healing an ally's wounds equal to the amount of Hits.

FIELD MEDIC

Your studies have taught you how to identify and treat the effects of most poisons and venoms. In one hour, you can develop a remedy that will remove the Lasting Effect of the Poisoned Status.

CRIPPLING PRECISION

(2/day): Your knowledge of anatomy aids you in determining the fragile parts of a body. After successfully doing damage to a target, spend 1 Grit. Any movement during the target's next turn will cost twice the amount of Grit.

BIOLOGICAL AMPLIFICATION

With your physiological prowess, you're able to enhance those around you. Spend 2 Grit and choose 1 ally within Short Range. Give this ally either an Aim Action or a Dodge Action [1B] to be used on their next turn, at no Grit cost to them.

BEDSIDE MANNER

(2/day): Your experience in high-stakes medical work gives you a sense of composure in stressful situations. Spend 1 Grit and choose up to 4 allies within Arms Reach. These allies temporarily gain +1G for their next roll made with any Skill.

ACE-IN-THE-HOLE

Healing Grenade (First Aid)

Spend 2 Grit, choose a location within Short Range, and roll 2G. All allies within Short Range of this location regain Health equal to the number of Hits rolled. The "Bang!" property applies.

ACE-IN-THE-HOLE 2

Experimental Grenade (First Aid)

Your Healing Grenade now has the opposite effect against enemies. Enemies in Range lose Health equal to the number of Hits rolled. The "Bang!" property still applies.

THE GUNSLINGER

GUNFIGHTS & BOUNTIES

THE GUNSLINGER'S MARKSMANSHIP AND QUICK-DRAW ARE UNMATCHED.

Pulling a trigger is easy, but hitting a target is a whole other matter. As a Gunslinger, you practice discipline with your weapon so that when the moment comes–and there will be many of these moments in the West–your aim can be true and your enemies overcome.

Armed with speed and precision, the Gunslinger is a dangerous foe. Sure, you'll miss your mark here and there, but everyone would rather have you as a friend than an enemy. Your enemies have a shorter life ahead of them.

That's why you're often recruited to hunt bounties. You've got a reputation for your way with the trigger, and this respect has earned you helpful contacts in most cities.

Perhaps you're motivated by the money earned from these bounties, or maybe it's the allure of power you feel over your enemies. You might even be a hesitant killer, seeking a noble cause to put your skills behind.

One thing is clear for every Gunslinger, shoot first or die first.

ABILITIES

SHARPSHOOTER

You aim more effectively by anticipating the target's intentions. On any attacks at Short Range or longer, you automatically bypass 1 of the target's Defense.

SHARPSHOOTER 2

Your marksmanship is unmatched. Going forward, any attacks at Short Range or longer automatically bypass 2 of the target's Defense.

(2/day): Spend 1 Grit. For one turn, any of your Ranged attacks can increase by 1 Range level.

CUT OF THE PROFIT

As long as you have a "Neutral" or better Reputation with your employer, you receive 20% more money for bounties or other hired jobs at the time of completion.

DEADEYE

(2/day): Experience outranks everything. When you take the Aim Action before attacking, you may reroll 2 dice of your choice, instead of 1.

A CERTAIN NOTORIETY

Your business is to know how and where to find your bounty. In any large city you visit, you have a contact in a guild related to this line of work. This contact can provide information on your bounty's habits, last known location, or other rumors.

QUICK-DRAW

(2/day): Your lightning-fast reaction time has kept you alive this long. You gain +2B to Finesse rolls made to determine turn order.

ACE-IN-THE-HOLE

Rapid Fire (Pistols)

Time slows down and bullets fly. Spend 2 Grit and choose 1 target within Short Range. Roll 6B and deal damage to this target equal to the number of Hits rolled.

ACE-IN-THE-HOLE 2

Bullet Storm (Pistols)

Your Rapid Fire becomes a raging storm. Spend 2 Grit, roll 4G, and increase to Long Range. Instead of a single target, assign the damage rolled between multiple targets.

THE HUNTER

CREATURES & TRACKING

THE HUNTER HAS A GIFT FOR UNDERSTANDING THE WEST'S DANGEROUS INHABITANTS.

The nature of the beast is survival, driven by hunger and self-preservation. As a Hunter, you understand this all too well. While most would flee the creatures that stalk their trails, you turn around and face the danger; even seeking to understand it.

Your respect for nature is based out of both awe and fear. You know better than most how quickly an encounter with a beast can change from serene observation to deadly combat. When a monster locks eyes with you, you know it's time to decide how you'll survive.

You may have become a Hunter out of necessity during a famine or perhaps by learning the ways of a fellow traveler. However you became a Hunter, you've learned how to understand monsters and track them with greater ease.

Hunters are commonly motivated by the desire for trophies, the thrill of the hunt, and the knowledge learned from observing monsters. As your skills improve, it will be the monsters who should fear to lock eyes with you.

ABILITIES

MONSTER INSIGHT

Your experience in the West gives you a great understanding of the monsters living here. The Warden will reveal information about the behavior of a monster that you can see. Additionally, gain +1B to Intuition rolls made to Scan with a Forstall.

MONSTER INSIGHT 2

Your sense of monster strengths and weaknesses evolves. Going forward, use +1G to Intuition rolls made to Scan with a Forstall.

(2/day): Spend 2 Grit to find a monster's weak point, and grant your allies +1G to their next attack against the monster.

STALKING PREY

You are an expert in surveying tracks or scat. Gain +1B to Intuition rolls made to track a creature. Then, add 2 Hits to your first attack against this creature.

GAME CALL

(2/day): Using a device of your own creation, you can mimic the sounds of an animal or monster. The creature must move inside the next closest Range measurement (from Distant Range to Long Range, from Long Range to Short Range).

HUNTING BUDDY

You have a way with animals, and often keep one close to you. Choose one Small or Tiny animal. It has 3 Health and cannot attack, but will follow basic commands such as Seek, Retrieve, or Hide. You can vaguely understand each other's intentions.

NATURE'S MASK

(2/day): Your experience in the western landscape allows you to use available materials to become one with your surroundings. Gain +2B to Finesse rolls made to hide or be stealthy.

ACE-IN-THE-HOLE

Beastmaster's Roar (Charm)

You stand up tall, puff out your chest, and yell intimidatingly at a Medium or smaller creature within Short Range. Spend 2 Grit and roll 4B. Inflict the Afraid Status with a Severity equal to the number of Hits.

ACE-IN-THE-HOLE 2

Beastmaster's Roar (Charm)

Your Beastmaster's Roar can now reprimand a creature. After targeting a monster currently in its Frenzy, spend 2 Grit and roll 2G. The monster loses its Frenzied state for an amount of turns equal to the number of Hits.

THE MARSHAL

ENDURANCE & LEADERSHIP

THE MARSHAL INSPIRES ALLIES TO TRIUMPH EVEN WHEN FACED WITH THE IMPOSSIBLE.

In a world filled with danger in every crevice, a leader is sorely needed to provide hope, motivation, and inspiration. When others would cower or surrender, you lead by example towards victory.

No-good bandits? You've fought some before. Monsters? Just another enemy that needs shootin'. At least, that's the confidence you display on the outside, even if you're just as terrified on the inside. You know just what your posse needs to get through to the next mission.

You offer experience and guidance to those who will listen. That wisdom may have come from serving in an army, law enforcement, or other combat experience. You may be or not be a literal marshal, but you are a leader in either case.

Living in the West has brought you greater freedom, and perhaps a newfound purpose to use your skills towards greater fulfillment, be that self-serving or charitable.

Even when the posse gets kicked down, the Marshal lifts them back up, again and again.

ABILITIES

FIRED UP

You call on your experience and fervor to revitalize yourself for one turn. Doing so temporarily increases your max Grit to 9 for one turn, but it will be limited to only 3 Grit during the following turn.

FIRED UP 2

Your energy is infectious. Choose 2 allies within Short Range. These chosen allies may temporarily increase their max Grit to 8 for their next turn.

(2/day): When you use this ability, regain 2 Health.

ENLIST RECRUIT

While in a populated area, you can convince 1 civilian to assist you as long as you have a "Helpful" or better Reputation with them. They can perform basic tasks to the best of their ability, but won't do anything too dangerous. The Warden acts for the Recruit.

SERVE & PROTECT

(2/day): After you take the Dodge Action, and when an ally within Arm's Reach is the target of an attack, you may allow this ally to gain its benefits instead of yourself.

WARM RECEPTION

Your presence allows you to blend in among the common people. As long as your reputation with a Faction is "Suspicious" or better, consider it as being one level higher. For example, "Suspicious" becomes "Neutral", or "Helpful" becomes "Revered".

TOWN BRAWLER

(2/day): You're able to interpret aggressive body language and present a decent threat in fistfights. You gain +2B to Nerve Challenge Rolls made to wrestle, grapple, or restrain during your brawl.

ACE-IN-THE-HOLE

Rallying Cry (Charm)

Your call to arms is emboldening. Spend 2 Grit and choose up to 4 allies within Short Range. Until your next turn, each chosen ally gains +3G for Defense. Those at Long Range gain +1G.

ACE-IN-THE-HOLE 2

Inspiring Address (Charm)

You've learned to fine tune your words to the trials of those who hear you. Spend 2 Grit and roll 3G. Any ally within Short Range of you may remove 1 Severity level of any one Status for every Hit rolled.

THE MECHANIC

MACHINES & UPGRADES

THE MECHANIC'S INNOVATIONS CAN LEAD TO NEW OPPORTUNITIES IN THE WEST.

Most westerners know a thing or two about getting scrappy to make repairs or kitbash upgrades, but you will always be the expert. Others are stuck marveling at the potential of technology while you're putting the finishing touches on a mech upgrade.

Any posse is lucky to have a mechanic not only for general repairs, but for making the best use of Forstalls and mechs. Your preparation before battles instills the confidence needed to survive.

Becoming a mechanic means you found an expert who took you on as an apprentice, either in the West or in secret since Eastern schools only teach about steam power. Instead, you've embraced electricity to fuel your inventions. The final test to become a mechanic is creating your own gauntlet.

A mechanic's gauntlet is a dead giveaway of your trade, and a work of art to every owner. The gauntlet is crafted with precision to fit the mechanic's hand and activates only through a programmed motion or hidden switch. You probably remember the incredible moment you activated your gauntlet for the first time like it was yesterday.

ABILITIES

ENHANCED ARMAMENT

You've constructed a wearable gauntlet of scrap metal and technological parts. It acts as a Melee Weapon with a 2G / 2 Grit attack, a small built-in battery, and 1 upgrade slot.

ENHANCED ARMAMENT 2

As an expert in tinkering, you've developed an improved version of your gauntlet. It now has a second upgrade slot.

(2/day): Gain an additional +1B when you take the Dodge Action.

PERPETUAL SALVAGER

The endless craving for useful components to add to your bits box allows you to more effectively salvage Scrap. After the Warden rolls to determine how much Scrap is salvaged, roll 1G and gain additional Scrap equal to the number of Hits.

FORSTALL EFFICIENCY

(2/day): With a little dial-turning and button-mashing, you're able to briefly increase the effectiveness of a Forstall's signal. After rolling with a Forstall's dice pool to Sweep, you can convert one successful Hit to an Ace.

WEAPONSMITH

Your expertise in upgrades and careful cable management skills allows you to create 1 additional Upgrade Slot for 1 of your weapons at any given time. This slot is maintained by you and doesn't transfer with the weapon if traded, lost, or sold.

MECHANICAL RESTORATION

(2/day): Your knowledge of machinery is first-class, especially when it comes to repairs. Spend 4 Grit and roll 3G to repair a mech and restore its Mech Health equal to the amount of Hits rolled.

ACE-IN-THE-HOLE

Mechanized Haymaker (Melee)

Your Enhanced Armament converts kinetic energy over time. As a Melee Attack Action, release this energy in one massive punch, rolling 4G against your target

ACE-IN-THE-HOLE 2

Electrified Prod (Melee)

With some modifications, your Armament can release an electrical charge. Spend 2 Grit and roll 4G, inflicting the Electrocuted Status with a Severity equal to the number of Hits.

THE PROSPECTOR

EXPLOSIVES & MINING

IF THERE ARE TREASURES TO BE FOUND, THE PROSPECTOR UNCOVERS THEM. IF NOT, WELL, THERE'S ALWAYS JOY IN AN EXPLOSION.

Many seek fortune in the West and none are better at discovering it than a Prospector. You're no stranger to hard work and certainly no stranger to explosives. The only thing better than watching the explosion is finding the treasures beneath. Light your fuse and take cover.

You'll be appreciated by your friends for finding riches. Of course, a remote detonation has been known to come in handy for fighting monsters too. Just be sure your friends know to find cover.

Learnin' to be a Prospector probably came from a tough job in some mines, but you may also have picked up a thing or two by following other miners, explorers, or fossil-hunters. Knowing the signs of an undiscovered gem mine or oil well means you get first dibs.

Whether you choose to share that information with the Prospectors Guild is up to you. They'll let you join their union if you can bring them something valuable. The long-term benefits might be worth it if you're willing to share.

How long's it been? Be careful when you check your fuse–KA-BOOM!

ABILITIES

REMOTE DETONATOR

With your own self-built device, you've perfected the craft of explosives. You can pair 1 Explosive to your Detonator. If you spend 2 Grit, you can take the Prepare Action to detonate the explosive at any time before your next turn.

REMOTE DETONATOR 2

The number of Explosives you can pair to your Detonator increases to 2 at a time, and can be triggered together or separately.

(2/day): You've concocted an explosive putty that can only be paired to your Detonator. Roll 2G when setting off this Explosive.

ECHOES IN THE DARK

You know underground terrain like the back of your hand. By tapping on walls and listening carefully, you can detect hollow spaces, hidden passages, and whether or not something is hiding around the next corner.

DIGGING DEEP

(2/day): You find the will to fight through exhaustion and physical weakness. Spend 2 Grit and roll 2G.

Gain Health equal to the amount of Hits (refer to the Nerve talent when rerolling Spurs). Health gained in this way can temporarily exceed your Max Health.

FACE IN THE DIRT

Too many close calls with explosions has taught you how to take advantage of natural cover. When you have the benefits of either Light or Heavy Cover, gain an additional +1B to roll with Defense.

DIAMOND IN THE ROUGH

(2/day): With your experience picking flecks of gold from piles of dirt, you're able to detect important details others might not. Gain +2B to Intuition rolls made to find ore or other precious underground resources.

ACE-IN-THE-HOLE

Seismic Charge (Explosives)

Spend 3 Grit to slam a directional explosive into the ground. Any Medium or smaller creature within Short Range and a 90° arc is pushed away from you up to Short Range and is knocked to the ground.

ACE-IN-THE-HOLE 2

Terraform Spike (Explosives)

When planted in the ground, your Seismic Charge can now drop a projectile that shatters the earth around it, creating an area of Rough Terrain with a radius equal to Short Range. Allies caught in this area also gain Light Cover.

THE TRAPPER

TRAPS & NAVIGATION

THE TRAPPER'S KNOWLEDGE OF MONSTER COUNTRY KEEPS THEM ONE STEP AHEAD.

Thriving in the frontier comes naturally to you. You know where to place which traps because you understand the landscapes better than most. You've honed your skills and embraced technology to craft ingenious snares, deadfalls, pits, and more. Some do literal trapping, others inflict Statuses like poisons. These traps help keep you and others fed–and stop the monsters from feeding on you.

You use traps as a means to an end, one that requires patience, care, and precision. That doesn't mean you underestimate the use of weaponry though. Rather, your traps help set the stage for the battle, giving you and your posse the upper hand. Sometimes, you'll even use a trap in the middle of a battle to change the tides. Inflicting Statuses on enemies can be a huge boon.

Becoming a Trapper likely began as a means of survival but has now become your way of life. You may have initially taught yourself then learned new techniques by observing another. The art of trapping requires creativity and doesn't always go as planned, but that's all part of the sport.

Gather different resources to create your traps, improvise using nature's tools, and always be thinking one step ahead. Be ready to finish the job with your posse.

With luck, they'll never know what caught them.

ABILITIES

TRAP EXPERTISE

You rely on your mechanical knowledge to survive in dangerous situations. Gain an additional +1G when setting Traps (including improvised traps).

TRAP EXPERTISE 2

Your proficiency with traps has increased. Going forward, use +2G when setting traps.

(2/day): You've learned how to make Bait more convincing. When a monster rolls with Intuition to avoid Bait set by you, it temporarily loses -1B for its roll.

WILDERNESS GUIDE

Your knowledge of the landscape helps you avoid getting lost. You can also lead your posse to a location within 30 minutes of travel to find either food, water, or shelter.

SPLIT-SECOND SNARE

(2/day): With practiced hands and no need for thought, certain traps come second-nature to you. Spend 4 Grit and use the necessary materials to quickly set an improvised Snare trap [2B] during combat.

ESCAPE ARTIST

When you are inflicted with the Trapped Status, temporarily gain +1G to Finesse or Nerve rolls made to remove the Status.

LOCKSMITH

(2/day): Your experience setting traps has taught you how to bypass them. Gain +2B to Finesse rolls made to pick locks or otherwise disable similar equipment.

ACE-IN-THE-HOLE

Dust Devil Engine (Traps)

Deploy a contraption that kicks up a swirling cyclone of debris. Spend 2 Grit and choose a location at Short Range. Until the end of your next turn, the cyclone grants Light Cover and obscures line of sight to anything within Short Range.

ACE-IN-THE-HOLE 2

Sandstorm Turbine (Traps)

With some kitbashing, your Engine is now more threatening. Spend 2 Grit, choose a location, and then roll 3G. Anything caught in the debris is inflicted with the Dazed Status of a Severity equal to the number of Hits.

PRESTIGE & ACHIEVEMENTS

PRESTIGE

Prestige is a measurement of your fame and renown. A beginning character starts with 0 Prestige. Few know who they are and they hope as many care. By doing noteworthy things like hunting monsters and completing expeditions, characters gain Prestige points that they can spend for personal improvement.

PRESTIGE COST	CHARACTER IMPROVEMENT
2	*Practice Skill* Exchange 1B for 1G on the Skill of your choice.
2	*Improve Health* Increase your character's Max Health by 1. Up to 5 times.
4	*Develop Talent* Select a talent for which you can now reroll Spurs.
4	*Unlock Ability* Unlock one new character ability of your choice.
6	*Master Skill* Permanently add 1B to any chosen Skill. Up to 3 times.
6	*Ace-in-the-Hole 2* Unlock the second Ace-in-the-Hole character ability.

Player characters can earn a maximum of 100 Prestige, or about two-thirds of the total points available. You're only human after all. Because of this, players must skillfully strategize how they'd like to spend their Prestige and build their characters.

Do you want a character rich in abilities, or would you rather prioritize balance across the character sheet? Maybe you want to improve your odds during roleplaying moments, or perhaps excelling at combat aligns more closely with your ambitions. However you choose to spend your Prestige is completely up to you.

When spending your Prestige, contemplate how your character would narratively be practicing a Skill, improving their Health, or unlocking an Ability. For example, if you had enough Prestige to spend on developing a Talent for Explosives, perhaps your character took extra time to study a book about how different explosives work, or maybe a prospector NPC taught your character some secrets of the trade. Either way, try roleplaying how your character grew in practice and knowledge.

TALENTS

Developing a Talent through Prestige allows you to reroll Spurs when making any rolls for that category, increasing your odds of success. For example, if your character has the Talent in Defense, you may reroll any Spurs when making rolls related to Defense.

Here are the different available Talents organized by how they're used, also shown on the backside of the character sheet:

Rolling with Skills

- Charm
- Finesse
- Intuition
- Nerve

Using Weapons or Items

- Rifles
- Shotguns
- Revolvers
- Bows
- Melee weapons
- Mounted weapons
- Explosives
- Traps
- First Aid

Rolling Defense

- Defense includes Dodge, Cover, and Defense-improving items

Mechs

- Defense and Upgrades

Forstalls

- Any Forstall functions

GREENER THAN SPRING GRASS

Characters starting at 0 Prestige don't have any Talents unlocked yet. Explore the West and earn some Prestige first!

PRESTIGE TIERS

As a character earns Prestige in their personal journey out west, they may reach specified milestones called Prestige tiers. They are fun titles for players to achieve but are also helpful to the Warden in their story preparation. In the section called "Monsters & Enemies", you'll learn what monster sizes each of these tiers are equipped to take on. Here are the six Prestige tiers.

Tenderfoot: 0

At 0 Prestige, you're like a brand new set of boots ready to be broken in but still dealing with blisters. You know little about the west and what it takes to survive, but you're eager to set out and make something of yourself.

Cowpoke: 10

At 10 Prestige, there's still much to learn but you've got some basic experience under your belt. You're comparable to a lower-ranking ranch hand who assists with cattle work but doesn't ride much on the trail ...yet!

Trailblazer: 25

At 25 Prestige, your personal journey has taught you what it takes to survive in monster country. You're confident in who you are and your purpose in the west. Now it's time to blaze your own trails forward into the unknown.

Roughrider: 50

At 50 Prestige, you're an established westerner with a growing reputation in select towns across the West. You have valuable trophies, inspiring stories, and unique technologies that give you a competitive advantage.

Wrangler: 75

At 75 Prestige, you're a significant threat to monsters both big and small. Faction leaders are aware of the influence you have in the West. You're an expert in your chosen trade and aren't easily dissuaded from a fight.

Legend: 100

At 100 Prestige, you're considered a Legend of the West; feared by your enemies and revered by your allies. Tales of slain monsters and heroic deeds will ride on ahead of you.

STARTING AT HIGHER PRESTIGE

As a posse, you may not always want to start out with 0 Prestige. Additionally, some official Wild Imaginary West RPG expeditions recommend starting at a particular Prestige tier for a more balanced gaming experience. In either case, refer to the following table for the starting Prestige and character loadout information by Prestige tier.

STARTING AT HIGHER PRESTIGE

PRESTIGE TIER	STARTING PRESTIGE	RANGED WEAPON	MELEE WEAPON OR TRAP	SCRAP FOR UPGRADES	WALLET	EQUIPMENT PACK	ADDITIONAL INVENTORY ITEMS
Tenderfoot	0	*Used Pistol*	*Pocket Knife*	0	$5	1	0
Cowpoke	10	*Basic*	*Basic*	8	$10	1	1
Trailblazer	25	*Premium*	*Basic*	16	$20	1	2
Roughrider	50	*Premium*	*Premium*	24	$40	2	3
Wrangler	75	*Elite*	*Premium*	36	$60	2	4
Legend	100	*Elite*	*Elite*	48	$80	2	5

ACHIEVEMENTS & TITLE REWARDS

For the players who want an extra challenge during gameplay, there are Achievements—a list of secondary objectives any trade can attempt to complete. Upon completion, that player receives a prestigious Title Reward to add to their character's growing legend.

How many of the Achievements can you complete? Will your character risk their life to complete them all?

TENDERFOOT

This is an easy one–just create a character!

Reach 0 Total Prestige.

COWPOKE

You've begun your journey and maybe seen a few fights, but you've got a ways to go.

Reach 10 Total Prestige.

TRAILBLAZER

Impressive! Your exploits are not going unnoticed. You may even have people sharing your story at the saloon.

Reach 25 Total Prestige.

ROUGHRIDER

You might be getting looks as you walk down the main street of a town. How does it feel to have people recognizing your accomplishments?

Reach 50 Total Prestige.

WRANGLER

You're at the top of the list when it comes to getting a job done. Your performance is admirable and your tenacity strong.

Reach 75 Total Prestige.

LEGEND

Congratulations! You've triumphed over the West and stayed alive the whole time... right? Your fame and legend can only grow from here.

Reach 100 Total Prestige.

WON'T DIE WILLIE

Outride the reaper's grip.

Recover completely from Bleeding Out not only once, but twice during one combat encounter.

THE SILVER TONGUE

Turn on that cowboy charm... or don't.

Reach a Revered Reputation with three different major Factions in a given moment, or a Hostile Reputation if that's more your character's brand.

HIGH NOON SURVIVOR

Weren't a fair fight. Never is when I'm on the other side.

Survive a formal High-Noon Duel against another player while seriously wounding or killing them.

BARE WRESTLER

These here arms? Folks call 'em Ruin and Regret, 'cause that's how your day's 'bout to go.

Defeat a monster your size (Small) with only your bare hands and no help from others.

BRONCO BREAKER

Ain't no such thing as a horse too wild, just a cowboy not wild enough.

Find and tame a wild Spanish Mustang without help from others.

WILD WEST PURIST

Don't need no darn technology when ya got grit like me.

Take down a Huge monster without the help of a mech or Forstall.

TROPHY MASTER

The best fur ain't just found, it's earned.

Obtain and sell a Pristine pelt from a Large monster of your choice.

THE DUST DRIFTER

The farther west ya ride, the thinner the law and the thicker the trouble.

Cross the continent from the Mississippi to the west coast of Isla California.

THE TRAILBOSS

Headin' west? Pack light, ride steady, and don't go trustin' no maps.

Visit all nine western territories.

KING O' FRONTIER

Thing thought it was king o' the frontier. Guess it just lost its crown.

Defeat a Titan! Yes, you read that correctly. Use whatever means necessary.

THE SCRAPPER

Some folks see a busted wagon. Me, I see spare parts.

Collect 100 Scrap. Can't be borrowed from other players or NPCs, but you sure as shootin' can steal it!

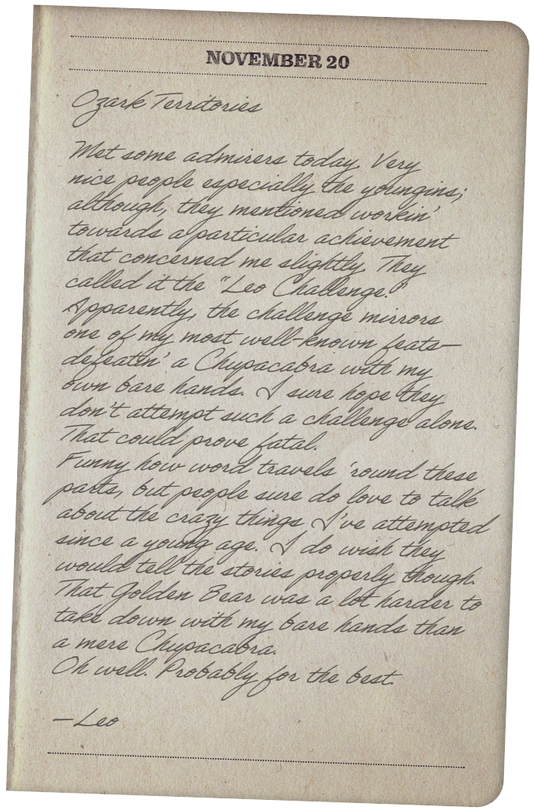
DINO BONE DIGGER

Was lookin' for gold, but I reckon I struck somethin' bigger.

Discover and excavate a new species of dinosaur bones. Will you donate them to science or sell them for profit?

A TIP FOR THE WARDEN

As a Warden, feel free to come up with your own set of Achievements specific to the expedition you're running. Maybe your players are outlaws and could board a moving train or rob a high-security bank. Maybe they've built a mech and want to max out its firepower or defenses. Involve your players, get creative, and have fun with it.



NOVEMBER 20

Ozark Territories

Met some admirers today. Very nice people especially the youngins; although, they mentioned workin' towards a particular achievement that concerned me slightly. They called it the "Leo Challenge." Apparently, the challenge mirrors one of my most well-known feats— defeatin' a Chupacabra with my own bare hands. I sure hope they don't attempt such a challenge alone. That could prove fatal.
Funny how word travels 'round these parts, but people sure do love to talk about the crazy things I've attempted since a young age. I do wish they would tell the stories properly though. That Golden Bear was a lot harder to take down with my bare hands than a mere Chupacabra.
Oh well. Probably for the best.

—Leo

YOUR LEGEND WILL BE TOLD. SEE TO IT THE WEST REMEMBERS YOU.

!

!

Location:
Somewhere beyond Santa Fe, Badwater Desert

¡

¡

3

LET'S RIDE

COMBAT

Life in the West is a competition. A competition fueled by gold, land, food, water, fame, and most importantly, survival. With stakes so high, combat is inevitable. You can do your best to avoid it, but it will find you one way or another in the West. The better you know how to fight, the better you know how to survive.

It's up to the Warden to control the enemies, and the players to take them down.

MINIATURES VS. THEATER-OF-THE-MIND

The Wild Imaginary West RPG can be played in its simplest form in what is commonly referred to as "theater-of-the-mind". This method might offer faster pacing or more narrative freedom because it relies on the collective imagination of those around the table. It also might provide an easier time on the Warden as they prepare a game.

A TIP FOR THE WARDEN

If your table prefers to play using the theater-of-the-mind method, try using vivid descriptions about the size, color, or smell of things, ask players to clarify their positioning, and encourage players to help tell the story by giving them narrative authority.

On the other hand, playing with physical miniatures can offer a more immersive and tactical experience, allowing players to see the layout of combat scenarios and track character positions on the battlefield. It can make these moments feel cinematic and memorable. The official range of Wild Imaginary West RPG miniatures offer a variety of monsters and characters to visually represent your stories.

For those who are inspired by Boylei Hobby Time and enjoy crafting, painting, and playing with physical miniatures, you're in good company. Refer to the Terrain Crafting Guide on page 207 for tips, tools, and tricks, written by Boylei Hobby Time himself!

Each style offers a unique way to play the game and, ultimately, you should play with whatever method works best for your group.

TURN ORDER

Outside of combat scenarios, turn order is typically narrative-driven and free-flowing. In combat or other situations where structure adds convenient clarity, the Warden will ask the players to roll with Finesse to determine turn order. The player with the highest number of Hits will go first and so on in descending order. If players tie in number of Hits, roll again to determine which of those players goes before the other.

The Warden rolls once for all enemies to see where they fit in the turn order. They take their turns in sequence, regardless of the number or types of enemies.

Once all turns have been taken, the round is over and a new one begins with the same turn order.

SURPRISE

However, the narrative of the story should always take precedence. If players or enemies would be surprising their targets before combat officially begins, they will gain the first turn.

RANGE

Describe distances using the Ranges below. Ranges are especially important for determining attacks and movements.

Please note that Short Range attacks and Actions can be used within Arm's Reach, but not vice versa. There is no other overlap between the ranges.

RANGE	IN-GAME DISTANCE	PHYSICAL DISTANCE	MOVEMENT COST
Arm's Reach	*Within arm's reach*	*Within 1 inch*	*1 Grit*
Short	*30 yards or less*	*6 inches or less*	*1 Grit*
Long	*Between 30-90 yards*	*6-18 inches*	*2-3 Grit* (1 per 30 yards or 6 inches)
Distant	*Beyond 90 yards*	*Over 18 inches*	*6 Grit* (over at least two turns)

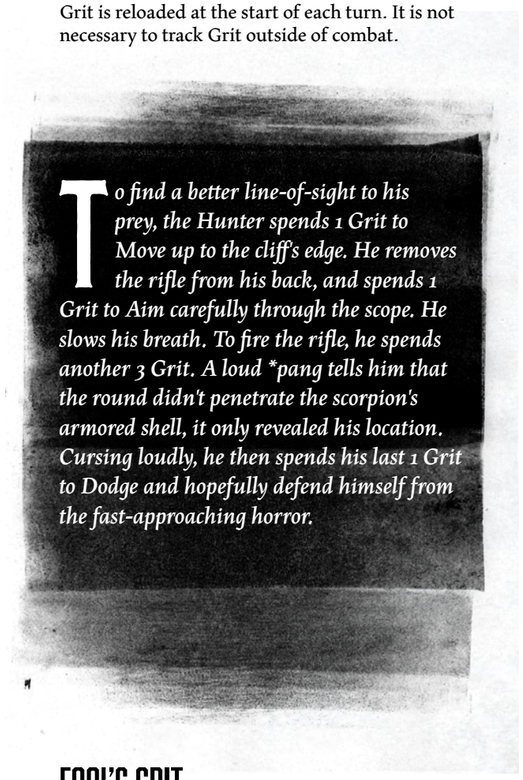
JUST ENOUGH SPACE FOR TROUBLE

Distance to anyone inside a mech is measured to the base of the mech, ignoring vertical height for simplicity. The difference in the distance to the base versus the hypotenuse is often negligible.

GRIT

During combat, each player (and enemy) has 6 action points available during each round called Grit. Grit represents the amount of fortitude, speed, and stamina a character has to take action in a turn. Grit is spent on Actions, like attacking, using items, and repositioning in a battle. The cost of these Actions will be explained with each Action or item being used.

Grit is reloaded at the start of each turn. It is not necessary to track Grit outside of combat.



*To find a better line-of-sight to his prey, the Hunter spends 1 Grit to Move up to the cliff's edge. He removes the rifle from his back, and spends 1 Grit to Aim carefully through the scope. He slows his breath. To fire the rifle, he spends another 3 Grit. A loud *pang tells him that the round didn't penetrate the scorpion's armored shell, it only revealed his location. Cursing loudly, he then spends his last 1 Grit to Dodge and hopefully defend himself from the fast-approaching horror.*

FOOL'S GRIT

Sometimes there ain't nothin' to do but push forward through pain and weariness. Once per turn, a player can increase the amount of Grit available to them by 1 in exchange for 1 Health.

ACTIONS

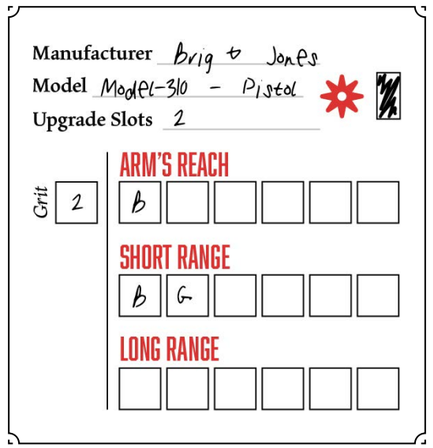
Use the following Actions in combat situations by spending Grit. If a player is attempting to accomplish something very specific and difficult with their Action, the Warden may also ask for a Skill roll to successfully complete that Action.

For example, the Warden may ask a player to roll with Nerve if the player is using the Move Action to jump over a ravine. Or if a player is attempting to Attack a specific part of a monster, the Warden may ask the player to roll with Finesse.

ATTACK

Spend a Weapon's Grit cost to roll the attack according to the Range.

Use the Attack Action to deal damage to a target. Spend the weapon's Grit cost then roll the amount and color of dice listed at the appropriate Range. The target takes damage equal to the number of Hits you roll minus any Defense the target has.



AIM

Spend 1 Grit to reroll 1 die in your next Attack. Once per turn.

Before taking the Attack Action, you can spend 1 Grit to reroll one of the dice rolled in your next Attack, giving you a better chance to deal more damage. You must announce and spend the Grit to Aim before you make your Attack roll. You must take whatever the final result of the dice is. This Action can only be used once per turn.

MOVE

Move up to 1 Short Range distance for every Grit spent.

Any movement to another location requires a Move Action. Spend 1 Grit for each movement up to Short Range in a turn. Moving to Long Range requires at least two Grit. Moving to Distant Range requires at least two turns and a total of 6 Grit (see Range section above).

Lying down and getting up requires a Move Action, whether you are switching positions by choice or getting up from being knocked down.

The Warden may ask a player to roll with a Skill if the movement is difficult. If the Skill roll is failed, the player still spends the Grit for attempting the Action.

Examples:

- *Climb a boulder (roll with Nerve)*
- *Jump to a thin ledge (roll with Finesse)*

While riding a horse, you cannot take the Aim or Dodge Actions, unless stated otherwise for the specific horse.

Movement Speeds

The description above for the Move Action applies to anything with a normal speed, like humans. Horses have a fast speed that allows them to move up to 2 Short Range distances by spending just 1 Grit. Monsters and mechs have different movement speeds according to their profiles.

Some move at faster speeds while others are much slower. For example, a Road Runner is quicker and more agile in comparison to a Carnivorous Pine. And a two-passenger Piper mech is lighter and faster than an eight-passenger Dromedary. Use the following table to understand the breakdown of speeds.

SPEED	DEFINITION
Fast	*Spend 1 Grit to move up to 2 Short Range distances*
Normal	*Spend 1 Grit to move up to 1 Short Range distance*
Slow	*Spend 2 Grit to move up to 1 Short Range distance*
Very Slow	*Spend 3 Grit to move up to 1 Short Range distance*

Rough Terrain

If the Warden determines that someone or something is moving through Rough Terrain, the cost to move during combat is doubled.

Moving through Rough Terrain might include traversing a dense forest, ascending a steep mountainside, or wading through knee-deep water.

DODGE

Roll 1B for every Grit spent to try avoiding damage.

Use the Dodge Action to attempt to avoid damage. For every Grit that you spend to Dodge, roll an equal amount of Black dice. On the next attack against you, subtract the amount of damage taken by how many Hits you rolled. Any unused amount is forfeited upon the start of your next turn.

◆

PLENTY OF KICK IN THESE BOOTS

Besides protecting you in the face of danger, the Dodge Action is often a great choice if you have a few remaining Grit during a turn.

◆

USE ITEM

Spend the item's Grit cost and roll with any applicable dice or Skills.

Similar to weapons, each item has its own Grit cost and associated dice. To use an item, spend the item's Grit cost and roll its dice.

PREPARE

Plan an Action to be taken outside of your turn. Once per turn.

When you take the Prepare Action, you are delaying another Action until certain conditions outside of your turn are met. You must name those conditions or whatever will trigger the Action. The Grit is spent on your turn, and the Action is lost if not triggered before your next turn. This Action can only be used once per turn.

Helping During Combat

You can also use the Prepare Action for Helping (see page 13 for Helping). All Helping characters spend the same amount of Grit as the player they are Helping. The Helping character(s) subtracts the Grit cost from their next turn.

Soledad ducks behind the corner of the town trading post, shotgun gripped and hands sweaty. The bandits continue to shoot at her posse but they're slightly out of range from where she's hiding. She tells the Warden she'd like to Prepare an Attack Action so when one of the bandits comes within Short Range, she'll immediately fire at them. The Warden agrees, Soledad spends 4 Grit to Prepare her shotgun attack, and the remaining 2 Grit to Dodge just in case. Then she whistles to get the bandits attention.

On the closest bandit's next turn, they ride over to investigate where the whistling sound came from, now within Short Range of Soledad. Her Prepared Action is triggered, she fires rolling from her shotgun's Short Range dice pool, and deals 5 damage to the bandit. The bandit falls off their horse, dead.

IMPROVISE

Spend at least 1 Grit and roll any applicable Skill to attempt a task.

Decided by the Warden, improvising any other Action requires at least 1 or more Grit and possibly a Skill roll to accomplish. If the requested Skill roll fails, the Grit must still be spent for the attempt.

A character may light a torch from your Supplies (no Skill required), or distract a monster (roll with Charm).

◆

A TIP FOR THE WARDEN

If a player uses an Ability that does not have an associated Grit cost, the Warden may decide the Grit cost.

◆

DEFENSE

Protection from damage is called Defense and includes the Dodge Action, Cover, and any Defense items used. Monsters also have innate defense due to their natural armor or agility. Innate defense is specific to each monster and noted with their stats. Humans have zero innate defense and must use their efforts to protect themselves.

Every time an attack is made or a Status is inflicted, roll the target's Defense and subtract the Hits from the incoming attack or Status.

COVER

If you're going to be a sitting duck, at least hide your beak. Take cover to attempt defending against incoming damage.

For cover to count, it must be between you and the attacker. Also, attacks are only possible in either direction if there is a possible line of sight. For example, you can't shoot through a brick wall.

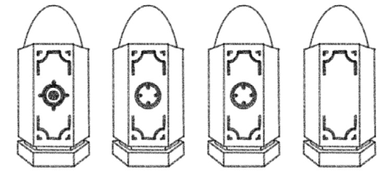
Light Cover

Roll 1B each time you are attacked while behind light cover to attempt defending against incoming damage. Subtract the amount of damage taken by how many Hits you rolled. For example, light cover includes hiding behind a small tree or lying in some tall grass.

Heavy Cover

Heavy cover operates the same as light cover, except you would roll 2B instead of only 1B. For example, heavy cover includes crouching behind a small boulder or being targeted in a Dromedary mech.

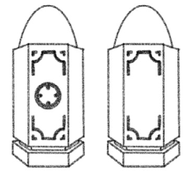
PLAYER ATTACK DICE POOL



Ace *Hit* *Hit* *Blank*

Player Attack Total = 4 Hits

ENEMY DEFENSE DICE POOL



Hit *Blank*

Enemy Defense Total = 1 Hit

4	-	1	=	3
Player Attack Total		*Enemy Defense Total*		*Damage to Enemy*

WHEN RUNNIN' AIN'T AN OPTION AND TALKIN'S TOO LATE.

HOW TO RUN COMBAT

THE WARDEN: The Ozark Howler's teeth drip with drool as it cautiously steps into Short Range of your posse. Everyone rolls with Finesse!

All players roll with Finesse to determine the turn order. The Warden rolls for the Ozark Howler.

THE WARDEN: Sounds like Nash rolled the highest and is going first.

NASH (player): I draw my six-shooter and take careful Aim before firing two times at the Howler!

Before Attacking, Nash takes Aim for a total of 3 Grit. He rolls 2B with his pistol at Short Range. Thanks to the Aim, he re-rolls one Blank for a total of 2 Hits! Nash decides to Attack one more time and rolls an additional 1 Hit.

NASH: I got 3 total Hits!

The Warden rolls the Ozark Howler's 2B natural Defense each time the monster is attacked. The Warden gets 1 Hit on both of those rolls, so the Howler only loses 1 Health.

THE WARDEN: The Ozark Howler nimbly avoids your attack but loses 1 Health. It growls at you as it bares its sharp teeth.

NASH: I ain't afraid! But I am going to Dodge with my remaining 1 Grit.

Nash rolls 1B for taking the Dodge Action and gets 1 Spur. He has the Talent for Defense, so he gets to reroll the Spur. Luckily, he gets an Ace! Nash has 2 Defense to use before the start of his next turn. He also marks an Ace underneath his Ace-in-the-Hole Ability.

THE WARDEN: Alright Abigail, your turn now.

ABIGAIL (player): I don't like being near this monster and I'm already hurt. Is there anything nearby I could climb up to put some distance between us?

THE WARDEN: There's a large boulder within Short Range behind you.

ABIGAIL: Perfect! I'll spend 1 Grit to Move towards the boulder then try to climb on top of it.

THE WARDEN: Okay that will be an Improvise Action after your Move Action. Spend 1 more Grit and roll with Nerve to try climbing on top of the boulder.

The Warden sets the Difficulty target number at 2 because the task seems easy. Abigail rolls with Nerve using the 3B she has for that Skill.

ABIGAIL: I got 2 Hits!

THE WARDEN: You clamber up on top of the boulder and just barely make it up without slipping.

ABIGAIL: Nice! I'm going to use my Supplies now to pull out an oil lantern from my backpack and light it.

THE WARDEN: Can't wait to see where this is going! You've used up one of your Supplies slots and used the Improvise Action for 1 Grit.

ABIGAIL: Okay, I've got 3 Grit remaining. I toss the burning lantern down towards the base of the boulder to light the ground on fire! I don't want the Ozark Howler coming after me.

THE WARDEN: That's some fine creativity, partner! That'll be another Improvise Action with 1 Grit and you'll roll with Finesse to see how accurately you throw the lantern.

The Warden sets the Difficulty target number at 1 because the task seems very easy. Abigail rolls 2B for her Finesse Skill and gets an Ace and 1 Hit! She also marks an Ace underneath her Ace-in-the-Hole Ability.

ABIGAIL: 3 Hits!

THE WARDEN: You throw the lantern in the perfect spot to instantly catch some dry twigs on fire that spreads around the base of the boulder! The Ozark Howler takes a step back in fear.

ABIGAIL: That's right, stay away you filthy rat! With my last 2 Grit, I'm going to use Bandages on myself.

Abigail rolls the item's 2B and gets 1 Hit. She adds 1 to her Health.

STATUSES

Players and enemies can have negative Statuses inflicted upon them that they should seek to quickly remove. Statuses can be inflicted by players, enemies, or the environment.

STATUS SEVERITY

A number called the Status Severity is attached to any Status that represents how effective the Status is and what it will take to get rid of it. The Status Severity equals the number of successful Hits against a target, subtracting any from Dodge or Cover.

For example, write 3 next to Dazed if 3 Hits were rolled on the attack inflicting Dazed.

Some items, Abilities, monster attacks, and more can inflict statuses. If you see something like Afraid [2B] that means you should roll 2 Black dice to determine the Severity. If it only says Afraid [2], that means the Severity is always 2 when inflicted.

Status Severity stacks for each Status but cannot exceed 6 for any target, except for the Trapped Status (see "Bagged 'n' Tagged").

STATUS LIST

AFRAID *(Charm)*

You cannot move closer to the source of your fear, and any Actions targeting the source are made with half the amount of dice, rounded up. For example, an attack usually made with a 3G2B dice pool would be reduced to a 3G dice pool instead. Always use Gold dice before black.

BURNED *(Finesse)*

At the end of each of your turns while afflicted by this Status, you lose Health equal to the remaining Status Severity. For example, if you have Burned [2] remaining at the end of your turn, subtract 2 from your Health.

Lasting Effect: Your Max Health is also instantly reduced by 2 when you take this Status for the first time in combat and cannot be healed above this temporary Max Health until you receive professional care or are healed by an appropriate Item, like a topical Burn Relief. Then, the Max Health returns to what it was before.

DAZED *(Intuition)*

After spending Grit to take an Action, but before attempting it, you must roll 1B to determine if you can perform that Action. On a Hit or Ace, you may proceed with the Action. On a Blank or Spur, you cannot perform the Action and therefore forfeit the Grit cost. However, the effects of Dazed do not apply when attempting to relieve the Dazed Status.

ELECTROCUTED *(Nerve)*

You struggle to focus when you gain the Electrocuted Status. You cannot Aim or Dodge, and any attacks or items using Gold dice are instead converted to Black dice while Electrocuted. If you are wearing or carrying anything with a Battery when you gain the Electrocuted Status, the Status Severity increases by 1."

POISONED *(Nerve)*

Roll 2 less dice for every Skill roll. This applies to attempts to relieve other Statuses but not this Status. For example, if a Desert Scorpion Poisons then Traps you, you would roll with 2 less Nerve dice to get rid of Trapped, unless you get rid of Poisoned first.

Lasting Effect: After this Status is relieved or after combat ends, roll 1 less dice for every Skill roll until you receive professional care or are healed by an appropriate Item, like an Antidote.

TRAPPED *(Finess or Nerve)*

You cannot take the Move or Dodge Actions until this Status is relieved.

◆

BAGGED 'N' TAGGED

A target is Captured when their Trapped Status Severity reaches the number specified for their size below. Captured means the target is rendered completely immobile and unable to take any Actions. Characters can thereby bind a monster and find a way to transport it elsewhere if desired. The Warden determines if the target is sufficiently bound (or else it is freed). Every following day, the target can roll 1B and find a way to break free if they get an Ace.

◆ ◆

TARGET SIZE	CAPTURED
Tiny	*Trapped [6]*
Small (Human)	*Trapped [8]*
Medium	*Trapped [10]*
Large	*Trapped [12]*
Huge	*Trapped [14]*
Titan	*Immune*

UNCONSCIOUS *(Intuition)*

You cannot spend Grit or take Actions except to attempt relieving the Status on your turn. You fall down, but don't worry partner, you're not out of the fight yet. Pull yourself together!

◆

AIN'T STAYIN' DOWN FOREVER

Lying down and getting up each require a Move Action, whether you are switching positions by choice or getting up from being knocked down.

◆

Jessie uses a Poisoned Arrow against an Opossum at Long Range. The arrow was laced with another monster's toxic saliva and inflicts Poisoned [2] upon contact. Jessie rolls the bow's Long Range attack dice pool and gets 4 Hits. The Opossum's Defense dice roll reduces the Hits to deal 3 damage, but it still becomes Poisoned with a Status Severity of 2. When the Opossum attempts to climb a tree for cover, it rolls with Nerve using two less dice and fails, slipping back to the ground.

RELIEVING STATUSES

You can relieve a Status on your turn by rolling up to the maximum amount of dice from the Skill associated with that Status. Each die rolled for this purpose costs 1 Grit, so choose wisely.

For example, you may choose to only roll 2 dice on your turn even though you have 4 dice in the Nerve Skill to relieve Electrocuted [1] because you want to save some Grit for other Actions. After rolling, reduce the Status Severity by 1 for each Hit rolled. When the Severity reaches zero, the Status is relieved.

If afflicted by multiple Statuses, you must announce first which you are attempting to remove. If you have enough Grit, you can attempt to relieve multiple Statuses in a turn, as long as they are not attempts on the same Status. You can attempt to relieve each Status only once per turn.

On its next turn, the Opossum feels terrible from the Poisoned Arrow and seeks to rid its effects right away. It needs to roll with Nerve during its turn to get rid of the Poisoned Status, so the Opossum spends 4 Grit to use all of its Nerve dice. It gets 3 Hits and relieves itself of the Poisoned Status. With 1 Grit, it attempts to climb the tree to safety again and this time succeeds.

Outside of combat, players may repeatedly attempt to relieve Statuses until they reach the necessary number of Hits. With each new attempt, the character must explain what new method of relief they are trying. The Warden may determine what realistic consequences the character would suffer as a result of repeatedly failing.

BACK IN YOUR SADDLE, PARTNER

Characters can Help each other relieve Statuses by using the Prepare Action during combat. See Helping on page 13. The Helping character can only roll with up to half of their dice for the Skill. Each die rolled for this purpose subtracts 1 Grit from the Helping player's next turn. This is instead of using the same Grit as the player being Helped, as is typical for Helping in the Prepare Action.

LASTING EFFECTS

Some Statuses have lasting effects even after being relieved. Until you receive proper medical attention from a Doctor character or NPC, or use the appropriate healing item, you will suffer a lesser version of the Status as described in the Status List.

Lasting effects do not stack with themselves. You are inflicted with the effect only the first time you receive the Status during combat. Once the lasting effect is remedied, you are vulnerable to it again the next time that you receive that Status.

IMPROVISED AND ENVIRONMENTAL EFFECTS

Statuses can also be inflicted as part of an Improvised Action, such as throwing a burning torch at a spider. The player rolls between 1 and 5 Black dice as determined by the Warden. Then the number of Hits from that roll becomes the Status Severity, if successful. Use the Improvised and Environmental Statuses table below for an idea of when you would roll 1B versus 5B.

Similarly, if something environmental inflicts a Status, the Warden rolls between 1 and 5 Black dice to determine the Status Severity: witnessing something horrific might give a player the Afraid Status, they could be Electrocuted by touching a live wire, and escaping a burning building might give a character the Burned Status. Remaining in the burning building means the Warden might roll to increase the Status Severity each turn while a character is inside.

IMPROVISED AND ENVIRONMENTAL STATUSES

ACTION/SITUATION*	# OF DICE TO ROLL
Burnt by a lit lantern	1B
Sunburned in the hot desert	2B
Fall into a blazing campfire	3B
Sprayed by boiling geyser water	4B
Standing near an exploding oil barrel	5B

**Using the Burned Status as an example.*

NEGLECTING YOUR NEEDS

If a character neglects to eat or rest for more than a day, the Warden may choose to inflict a consequence such as the Dazed Status (or even Unconscious in extreme situations) until the character meets their body's needs. This may also apply to seasonal situations such as not wearing warm clothing in a snowstorm, or failing to prevent a heat stroke under the scorching desert sun.

ROLEPLAYING STATUSES

Statuses are often disorienting or even terrifying and should be roleplayed accordingly! How would your character (or the Warden's monster) act under the circumstances, even if illogical or unhelpful to the larger situation? Sometimes it just feels right to cry for mama while running as fast as your legs will take you!

When attempting to relieve a Status, think about how your character (or monster) might use that Skill to do so. If they're Burned, they might use Finesse to quickly react and roll in the dirt to smother the flames. A character who is Afraid, might use Charm to talk themselves down to a calmer state of mind. A Dazed character might use Intuition to gather their wits and think clearly again.

HEALTH & HEALING

Health is tracked on the Character Sheet for players and written down for each enemy by the Warden. Health is lost whenever a target is damaged.

To regain health, characters can use designated items or abilities to attempt healing themselves or each other. You may also be healed by Campfire Rest or Town Rest, each explained in this section.

MAX HEALTH

A character's Max Health starts at 10, while monsters, other enemies, and NPCs may have lower or higher Max Health. A character can permanently increase their Max Health with Prestige. Max Health can be temporarily altered until the end of the day, due to lasting effects like that of the Burned Status, for example.

TEMPORARY INCREASES

Typical healing does not increase Max Health, but some special items or abilities may temporarily increase a character's Health above Max Health until the end of the day.

If your Max Health ever increases, your current Health increases with it by the same number of points. If your Max Health drops below your current Health, then your current Health lowers to the same number.

One optional way that characters can temporarily increase their Max Health by 1 is by hunting for food and cooking it. Everyone in the posse gets a bonus for having a well-fed stomach. Max Health can not be increased through this method by more than 1.

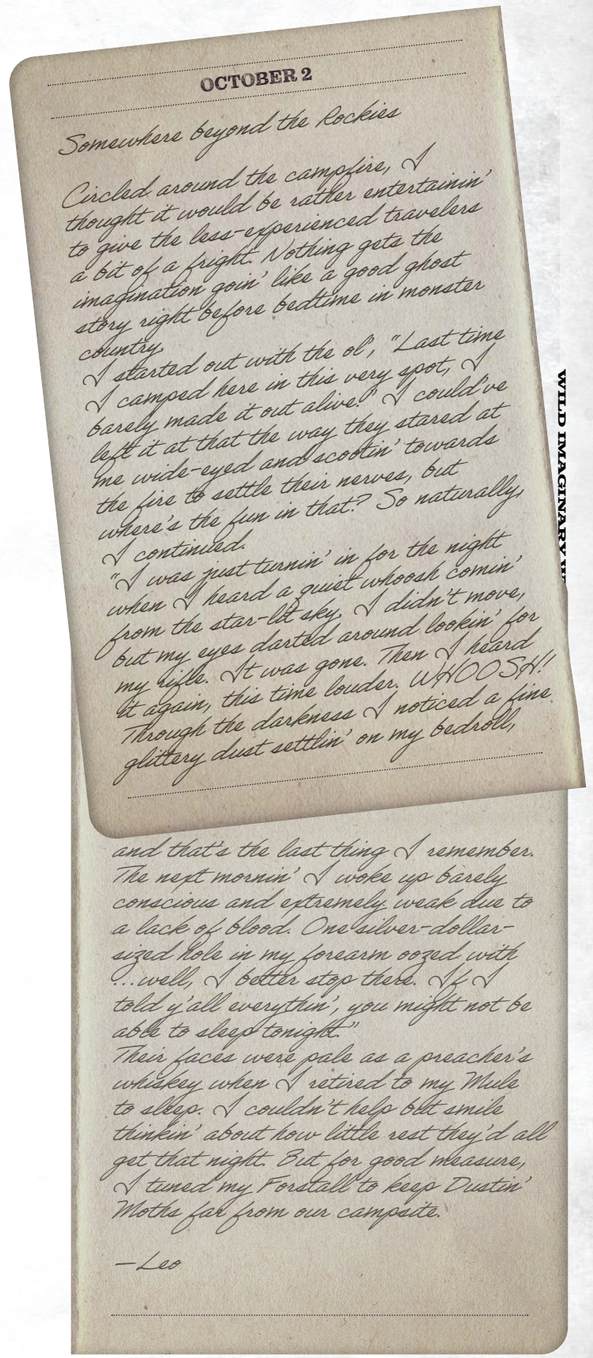
RESTING

CAMPFIRE REST

Resting near a campfire for a few hours allows you to recover some of your Health. To do so, players roll with a Skill of their choice and recover Health equal to the number of Hits rolled. Fortune favors the prepared. Stock up on First Aid items before a long trek.

Campfires are easily built by players without needing to spend any resources, unless otherwise dictated by the Warden. For example, a campfire may require some extra effort to be built during a storm.

This shouldn't need to be said, but sittin' 'round the campfire is also a great time to pull out the harmonica. Play a tune that eases the mind, won't ya?



OCTOBER 2

Somewhere beyond the Rockies

Circled around the campfire, I thought it would be rather entertainin' to give the less-experienced travelers a bit of a fright. Nothing gets the imagination goin' like a good ghost story right before bedtime in monster country.

I started out with the ol', "Last time I camped here in this very spot, I barely made it out alive!" I could've left it at that the way they stared at me wide-eyed and scootin' towards the fire to settle their nerves, but where's the fun in that? So naturally, I continued.

"I was just turnin' in for the night when I heard a quiet whoosh comin' from the star-lit sky. I didn't move, but my eyes darted around lookin' for my bible. It was gone. Then I heard it again, this time louder. WHOOSH! Through the darkness I noticed a fine, glittery dust settlin' on my bedroll,

and that's the last thing I remember. The next mornin' I woke up barely conscious and extremely weak due to a lack of blood. One silver-dollar-sized hole in my forearm oozed with ...well, I better stop there. If I told y'all everythin', you might not be able to sleep tonight."

Their faces were pale as a preacher's whiskey when I retired to my Mule to sleep. I couldn't help but smile thinkin' about how little rest they'd all get that night. But for good measure, I tuned my Foretell to keep Dustin' Moths far from our campsite.

—Leo

TOWN REST

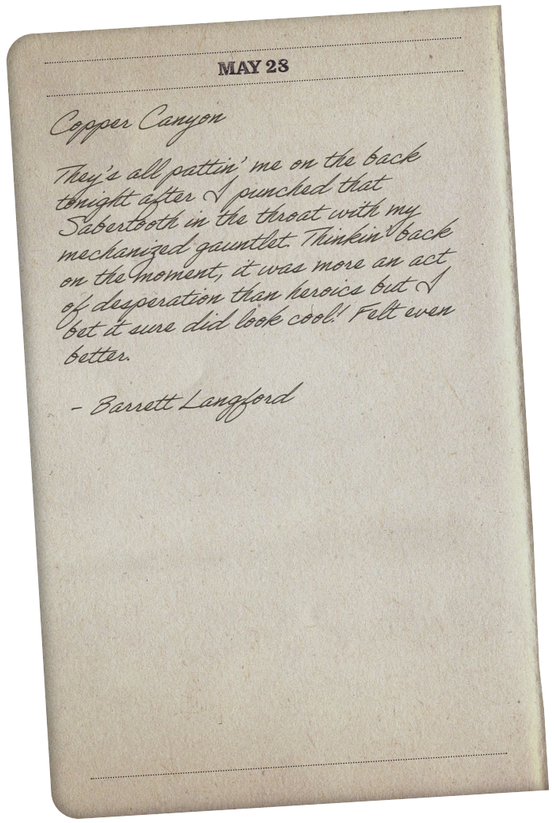
Resting in any town for a night restores all of your Health, relieves all of your Statuses, and resets your Supplies. Battery Charges used by Forstalls are also recharged. Read about Batteries on page 75.

This typically means finding a comfortable inn or anywhere with a bed to sleep in where you can rest without worry.

JACKPOT PLAY OF THE GAME

As you rest near a campfire or in a town, characters can also take a moment to reflect on the day's (or week's) events with one another. If players wish to do so, they can vote to award one player with an extra Prestige point for doing something exceptional, Jackpot!

You might say something like, "Well Amos, I must say I was mighty amazed when you leaped on that big critter to finish it off with a fistful of yer gauntlet there! Took some guts. Anyone else think Amos deserves a little recognition for that? I say Jackpot!"


MAY 23
Copper Canyon
They's all pattin' me on the back tonight after I punched that Sabertooth in the throat with my mechanized gauntlet. Thinkin' back on the moment, it was more an act of desperation than heroics but I bet it sure did look cool! Felt even better.
- Barrett Langford

CHARACTER DEATH

Not to wax philosophical, but death comes to all. It comes a little faster in the Wild Imaginary West whether you're in the jaws of a terrible beast or at the wrong end of a barrel. Either way, try not to be the one whose time comes early.

When a player's character has no remaining Health, they are Bleeding Out. If they are revived from Bleeding Out, the character then takes the Unconscious [5] Status. If they are not revived in time, the character dies.

BLEEDING OUT

A character begins Bleeding Out when their Health is reduced to 0. They cannot take any Actions and are now at risk of death.

At the end of each ally's turn, a character who is Bleeding Out must roll at least one Hit with a Skill of their choice to stay alive until the next ally's turn. At the end of the next ally's turn, the character rolls with a different Skill to stay alive. This process repeats until the character has rolled all four Skills.

The character dies immediately if they fail to roll a Hit on any turn, or if they have already rolled with all four Skills by the end of any turn.

Bleeding Out can only be removed if another character successfully uses any First Aid Item or Ability to sustain the Bleeding Out character. Once healed by another player, they take the Unconscious [5] Status. When the Unconscious Status is relieved, you regain 1 Health.

◆

DEAD WEIGHT DON'T WIN FIGHTS

Those with the Unconscious Status cannot spend Grit or take Actions except to attempt relieving the Status on their turn.

◆

Death is harsh and can come quickly. Avoid it through strategy, preparation, and teamwork.

A huge venomous snake sinks its teeth into Daisy, and she runs out of Health. Daisy clings to life but is Bleeding Out. Her friends are also at low health and don't want to risk getting near the snake to save Daisy

At the beginning of the next character's turn, Daisy decides to roll with Intuition as she seeks to concentrate her mind on survival. She gets one Hit and survives for her friend's turn.

The next character takes their turn and Daisy rolls with Charm as she tells herself it'll all be okay! She luckily gets another Hit, but her other Skills don't have as many associated dice.

The situation is looking grim, so another character takes the risk on their turn to rush over to Daisy and uses a First Aid Kit to stop Daisy from bleeding out! Daisy escapes death and takes the Unconscious [5] Status.

THE END OF YOUR CHARACTER

If a character does not roll at least one Hit during a turn while Bleeding Out or is not sustained by another player in time, the character dies.

The dying character may describe their last thoughts. The remaining characters might describe how the loss affects them. Revenge might be on the mind.

Although it may be difficult to say goodbye to a beloved character, consider this as an opportunity for this player to create a new character. They could finally play a new Trade that they've been dying to try out!

◆

A TIP FOR THE WARDEN

Introducing a new character in the middle of a story can be difficult to execute. Talk with the player involved to figure out a meaningful entrance for their new character, working them into the plot as much as possible. They might be a deliverer of information necessary for the rest of the posse or a wrongfully-imprisoned victim in need of rescue.

◆

ENEMY DEATH

So you've slain the foe. Enemies do not take the Bleeding Out or Unconscious Statuses except for a purely narrative purpose if the Warden desires. Enemies cannot roll to revive themselves.

All enemies may have some loot on them to be taken if the players desire, including trophies. Read more about Trophies & Loot on page 79.

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HIGH-NOON DUELS

Entering a Duel is quite literally a do-or-die situation and should not be taken lightly. It's possible that both of these characters could be injured or even die. To perform a Duel, each opponent strips away their equipment and defenses, leaving only the clothes on their back, their Skills, and the town's Dueling Pistols. These Dueling Pistols start with two Gold dice (2G) to create a Draw! attack pool.

Both opponents in the Duel will roll with each of the four Skills, simultaneously and one Skill at a time. The character with the higher result at the end of each Skill roll will add 1B to their Draw! attack pool. In the case of a tie, both players gain the additional die.

Below, you'll find the order of the Skills as they should be rolled, with an example narrative for each one.

STEP 1 ◆ Charm

Here's your chance to intimidate your dueling partner. A mean snarl or harsh words could hurt their confidence.

STEP 2 ◆ Finesse

Keep your hands steady, and don't lose your cool before the draw. Wiggle your fingers to keep the muscles ready.

STEP 3 ◆ Intuition

Use your keen eye to determine which way your opponent might lean in order to dodge your bullet. Favoring their right foot might mean they'll lean that way.

STEP 4 ◆ Nerve

Don't show the reaper any fear. You're ready to pull fast and aim true

STEP 5 ◆ DRAW!

Both duelists roll their attack with the Draw! dice pool made up of 2G + each Black die gained from their winnings.

IF YOU GOT THE SAND FOR IT

You can only re-roll Spurs for the Skills and the final Pistol draw if you have the associated Talents unlocked. Neither player rolls Defense at any point.

At this point, the players reveal their results. Any Hits rolled against you will affect your character according the following instructions:

---

0 Hits

You're lucky as a prospector sittin' on a gold vein, partner. No harm done.

1-2 Hits

Your character receives a minor injury determined by yourself and the Warden. It does not necessarily impede your character but should be considered while roleplaying. For example, a minor injury could include a grazed leg that causes a noticeable limp.

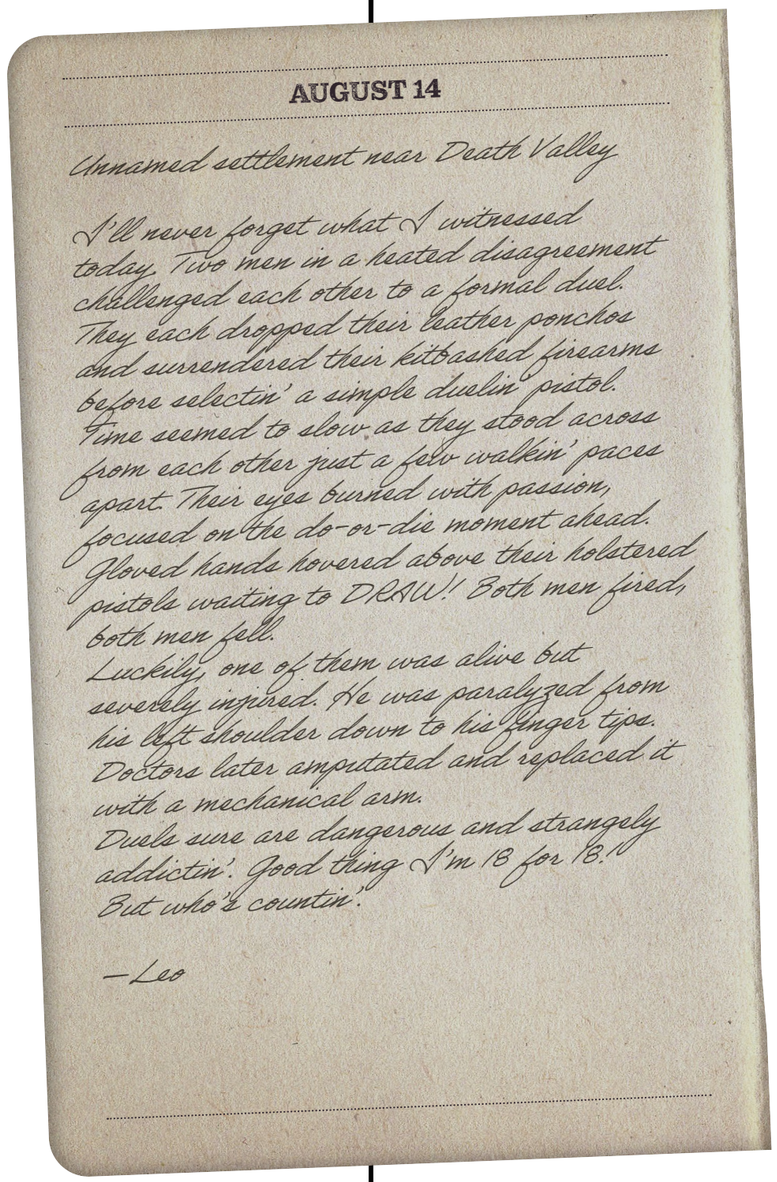
3-4 Hits

Your character receives a severe lasting injury determined by yourself and the Warden. You are Bleeding Out and risk death if not quickly saved by someone else. Consider how this injury affects you long-term in your roleplaying. For example, a severe injury might be a wound to the arm that requires amputation.

5+ Hits

You are instantly killed and cannot be saved. The cost of the Duel was your life. Time to ride off into the sunset, compadre.

The Warden can help in deciding what injuries are inflicted. Players should roleplay the Duel and its results accordingly. If a character has lasting injuries, that could be a major turning point in their life... or not. If they die, that's probably the biggest turning point of all.



AUGUST 14

Unnamed settlement near Death Valley

I'll never forget what I witnessed today. Two men in a heated disagreement challenged each other to a formal duel. They each dropped their leather ponchos and surrendered their kitbashed firearms before selectin' a simple duelin' pistol. Time seemed to slow as they stood across from each other just a few walkin' paces apart. Their eyes burned with passion, focused on the do-or-die moment ahead. Gloved hands hovered above their holstered pistols waiting to DRAW! Both men fired, both men fell.
Luckily, one of them was alive but severely injured. He was paralyzed from his left shoulder down to his finger tips. Doctors later amputated and replaced it with a mechanical arm.
Duels sure are dangerous and strangely addictin'. Good thing I'm 18 for 18.1
But who's countin'.

—Leo

!

Location:
Scouting and surveying in Northern Cascadia

4

GRAB SOME GEAR

No amount of fancy gear can make up for skill and practice, but the right gear in the hands of a well practiced individual can make all the difference in a deadly situation.

"If ever you find yourself in need of a loyal partner, look no further than your hip."

—Unknown

MONEY

If there's one thing everyone in the West could use a bit more of, it's dollars. You can trade and barter with anything, but money has become the easiest. Even so, prices are often negotiable.

WAGES

If you find yourself rich in blisters but poor in coin, it might be time to pick up some honest work. Opportunities to earn money are plentiful in the West whether you're assisting with a random job, mining precious minerals, or monster hunting trophies. There's always the less-lawful ways of acquiring cash as well like robbing a bank, stealing a wagon, or holding up a shopkeeper. Just remember that if you travel down that path, negative consequences may follow.

Most westerners find themselves earning an honest wage through either a working-class or professional occupation. Working-class occupations may include farmers, bartenders, loggers, miners, ranch hands, railroad workers, or mech drivers. Professional occupations are typically financial clerks, professors, government officials, doctors, traveling salespeople, or lawyers. Use the following wages tables to better understand the pay range for each occupation type and what to expect as you earn money during gameplay.

WORKING CLASS WAGES	LOW	HIGH
Daily	$1	$5
Weekly	$5	$25
Monthly	$22	$108
Annually	$260	$1,300

PROFESSIONAL WAGES	LOW	HIGH
Daily	$2	$15
Weekly	$10	$75
Monthly	$43	$325
Annually	$520	$3,900

WEAPONS

What's a monster-hunting game without guns? And what's the Wild Imaginary West without weaponized tech for upgrades?

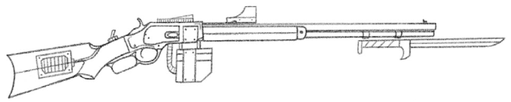
Characters can wield one weapon at a time, unless they're dual-wielding pistols. They can holster a second weapon which costs 1 Grit (as an Improvise Action) to swap to during combat. Weapons can also be swapped from storage (such as in a horse pack or on a mech).

WEAPON TYPES

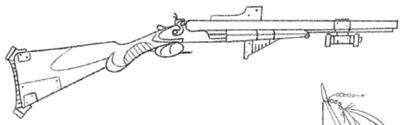
Each weapon costs a certain amount of Grit to use, as well as an amount of dice to roll at each Range. They also have a determined amount of upgrade slots, allowing you to customize your character's weapon to your liking. Some weapons cannot be used at Long Range.

In this game, you never have to worry about how many regular bullets or arrows you have. Regular ammo is cheap and plentiful in the Wild Imaginary West.

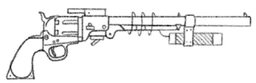
Special Ammo and Arrows, however, can offer various effects and must be tracked for quantity.



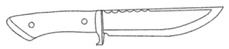
Rifles



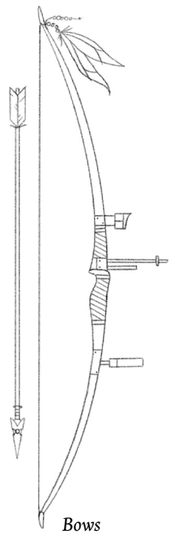
Shotguns



Pistols



Melee Weapons



Bows

RIFLES

A classic choice, rifles are powerful and more accurate at Long Range. These are less accurate at Short Range, but still well-rounded firearms. Rifles require two hands to use and have 4 upgrade slots

SHOTGUNS

Shotguns deal very high damage at Short Range, but your character risks the danger of being close to your enemy. Lower tier shotguns cannot deal damage at Long Range. Shotguns require two hands to use and have 4 upgrade slots.

PISTOLS

Pistols and revolvers are quick and agile weapons with a low Grit cost to use. Each pistol has only 2 upgrade slots, but your character can hold two pistols to have 4 upgrade slots total. If you hold only one pistol, you may hold a melee weapon or other one-handed item in your other hand.

BOWS

Bows are useful for their silence as well as the wide variety of specialized arrows. Like Special Ammo for firearms, the quantity of Special Arrows that your character carries must be tracked. Bows require two hands to use and have either two or three upgrade slots.

A TIP FOR THE WARDEN

Firearms may alert enemies to the shooter's position due to their noise. If characters are using bows, you might give them an added level of secrecy until the enemy can figure out where the arrows are coming from.

MELEE WEAPONS

Any one-handed melee weapon can be paired with a pistol, other melee, or anything else that could be held in one hand. You cannot pair two-handed gear with one-handed gear, because you only have two hands... or at least not more than two.

While melee attacks are used only within Arm's Reach, melee weapons can also be thrown at Short Range.

MOUNTED WEAPONS

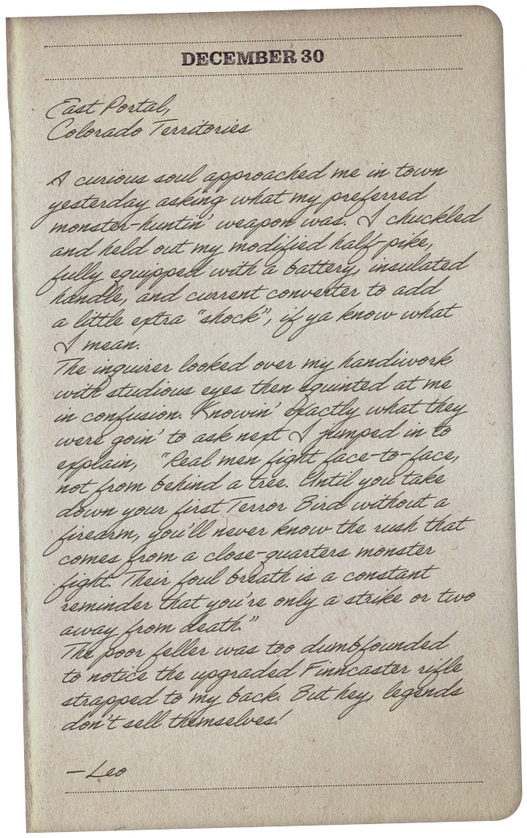
Heavy weaponry including rotary guns, cannons, ballistas, and more may be mounted to a mech, train, or other fixture and are not usable otherwise. These have a few other special rules and unique features as well:

- Mounted weapons have two Grit costs. The first and higher Grit cost is for when one person is operating the mounted weapon to attack. The second and lower Grit cost is for when two people are operating it. The Grit cost is lower because the time and effort to operate is split between the two people.
- Mounted weapons have 0 upgrade slots but can use special ammo to help boost their already heavy-hitting attacks.

When operating mounted weapons with two people (using the lower Grit cost), subtract the specified Grit from both operators. Operator 1 subtracts the Grit on their current turn just like taking the Attack Action with any other weapon, but Operator 2 subtracts the Grit from their next turn.

Clyde Remington and Jesse McCoy are up against a big Sabertooth Mountain Lion, but luckily they have newly kitbashed Mule mech with a Compound Ballista mounted at the front. It's Clyde's turn in combat, and he decides it's time to use the ballista instead of his shotgun, so he moves to the mounted ballista and spends 6 Grit to Attack.

On Clyde's next turn, he asks Jesse to help him operate the ballista and Jesse agrees. They work together to fire a heavy bolt at the Sabertooth. To account for this Action, Clyde spends 3 Grit to Attack this round and Jesse takes note on his character sheet that he's already used 3 Grit in advance of his next turn.



DECEMBER 30

East Portal,
Colorado Territories

A curious soul approached me in town yesterday asking what my preferred monster-hunting weapon was. I chuckled and held out my modified half-pike, fully equipped with a battery, insulated handle, and current converter to add a little extra "shock", if ya know what I mean.
The inquirer looked over my handiwork with studious eyes then squinted at me in confusion. Knowin' exactly what they were goin' to ask next, I jumped in to explain, "Real men fight face-to-face, not from behind a tree. Until you take down your first Terror Bird without a firearm, you'll never know the rush that comes from a close-quarters monster fight. Their foul breath is a constant reminder that you're only a strike or two away from death."
The poor feller was too dumbfounded to notice the upgraded Fishcaster rifle strapped to my back. But hey, legends don't sell themselves!

—Leo

WEAPON TIERS

The Basic, Premium, and Elite weapon tiers not only refer to a weapon's quality and performance but also how commonly found they may be in the West. Not every storefront will offer every weapon. Basic weapons are most commonly found while Premium and Elite weapons are less commonly found.

A TIP FOR THE WARDEN

Only offer Premium and Elite weapons as players progress through your campaign. Giving access to these weapons too early may cause a jump in attack power, throwing off the balance of the game. This tip is also applicable to looting enemies who carry firearms, bows, traps, etc. Be cautious about giving enemies advanced weapons unless you're willing to let your players use them once the bodies have been looted.

RIFLES	QUALITY	UPGRADE SLOTS	GRIT	ARM'S REACH	SHORT RANGE	LONG RANGE	DISTANT	COST
Used Rifle	*Used*	4	4	1G	3B	3G	-	$20.00
Brig & Jones Co. - Model 910	*Basic*	4	4	1G	3B	2B2G	-	$25.00
Lockheed Iron Works - OT-49 "Defender"	*Basic*	4	4	1G	3B	1B3G	-	$30.00
Brig & Jones Co. - Model 930	*Premium*	4	3	1G	3B	3G	-	$45.00
Finncaster Company - Red	*Premium*	4	3	1G	3B	2B2G	-	$50.00
Lockheed Iron Works - GA-57 "Ranger"	*Elite*	4	3	1G	3B	1B3G	-	$75.00
Finncaster Company - Gold	*Elite*	4	3	1G	3B	4G	-	$88.00
Finncaster Company - Precision Rifle	*Elite*	2	3	1G	-	4G	4B	$114.00

SHOTGUNS	QUALITY	UPGRADE SLOTS	GRIT	ARM'S REACH	SHORT RANGE	LONG RANGE	DISTANT	COST
Used Shotgun	*Used*	4	4	1G	3G	-	-	$18.00
Brig & Jones Co. - Model 610	*Basic*	4	4	1G	4G	-	-	$24.00
Lockheed Iron Works - LT-63 "Executor"	*Basic*	4	4	1G	2B3G	1B	-	$33.00
Brig & Jones Co. - Model 630	*Premium*	4	3	1G	4G	1B	-	$58.00
Finncaster Company - Blue	*Premium*	4	3	1G	2B3G	2B	-	$67.00
Lockheed Iron Works - PL-71 "Punisher"	*Elite*	4	3	1G	5G	2B	-	$80.00
Finncaster Company - Black	*Elite*	4	3	1G	1B5G	2B	-	$92.00

PISTOLS	QUALITY	UPGRADE SLOTS	GRIT	ARM'S REACH	SHORT RANGE	LONG RANGE	DISTANT	COST
Used Pistol	*Used*	2	2	1B	2B	-	-	$12.00
Brig & Jones Co. - Model 310	*Basic*	2	2	1B	1B1G	-	-	$18.00
Lockheed Iron Works - HJ-87 "Negotiator"	*Basic*	2	2	1B	2G	-	-	$25.00
Finncaster Company - Green	*Premium*	2	2	1B	3G	1B	-	$47.00
Brig & Jones Co. - Field Model 330 (Revolver)	*Premium*	2	1	1B	2B	1B	-	$60.00
Lockheed Iron Works - EG-92 "Mediator" (Revolver)	*Elite*	2	1	1B	1B1G	1B	-	$78.00
Finncaster Company - Silver (Revolver)	*Elite*	2	1	1B	2G	1B	-	$87.00

BOWS	QUALITY	UPGRADE SLOTS	GRIT	ARM'S REACH	SHORT RANGE	LONG RANGE	DISTANT	COST
Outrider Tech - Hand Crossbow	*Basic*	2	2	1B	2B	-	-	$10.00
Handcraft - Shortbow	*Basic*	2	3	1B	2B	1B	-	$15.00
Handcraft - Longbow	*Premium*	2	3	1G	2G	2B	-	$23.00
Handcraft - Recurve Bow	*Premium*	2	3	1G	3B1G	2B	-	$40.00
Outrider Tech - Recurve Bow	*Premium*	2	3	1G	2B2G	1B1G	-	$45.00
Outrider Tech - Compound Bow	*Elite*	2	3	1G	1B3G	3B	-	$65.00
Outrider Tech - Crossbow	*Elite*	2	3	1B	2G	2B1G	-	$74.00

MOUNTED	QUALITY	UPGRADE SLOTS	GRIT	ARM'S REACH	SHORT RANGE	LONG RANGE	DISTANT	COST
Brig & Jones Co. - Model 1210 Rotary Gun	*Elite*	0	1 | 2	-	3B	2B	-	$100.00
Lockheed Iron Works-EP-25 "Eradicator" Smoothbore Cannon	*Elite*	0	4 | 6	-	6B4G	3B2G	-	$106.00
Lockheed Iron Works - OT-49 "Defender"	*Elite*	0	3 | 6	-	1B6G	3B3G	-	$112.00
Brig & Jones Co. - Model 930	*Elite*	0	4 | 6	-	-	6B4G	3B2G	$115.00
Finncaster Company - Red	*Elite*	0	2 | 4	-	-	4B	3B2G	$120.00
Lockheed Iron Works - PS-38 "Annihilator" Riflebore Cannon	*Elite*	0	4 | 6	-	-	5B3G	3B2G	$125.00

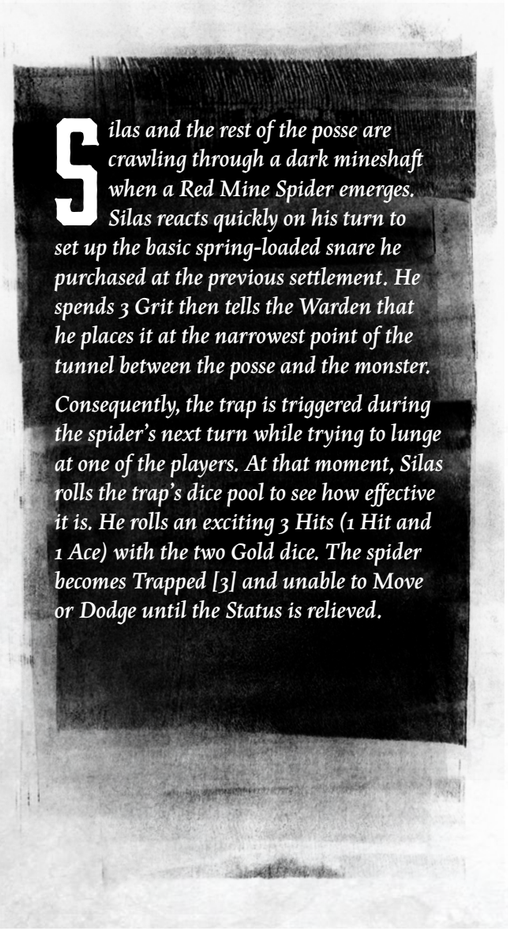
MELEE	QUALITY	UPGRADE SLOTS	GRIT	ARM'S REACH	SHORT RANGE	LONG RANGE	DISTANT	COST
Fists	-	0	2	1B	-	-	-	-
Improvised Object	-	1	2	1G	1B	-	-	-
Crafted Maximum	-	2	3	3G	2B	-	-	-
Pocket Knife	*Basic*	0	2	1G	1B	-	-	$1.00
Handcraft - Club	*Basic*	1	3	2G	1B	-	-	$2.00
Handcraft - Whip	*Basic*	1	3	2B	-	-	-	$4.00
Handcraft - Spear	*Basic*	2	3	2B1G	3B	-	-	$8.00
Handcraft- Boomerang	*Basic*	1	3	1B	2B	-	-	$5.00
Handcraft - Brass Knuckles	*Basic*	1	2	2G	-	-	-	$6.00
Eastling Arsenal - Fixed-Blade	*Basic*	1	2	1B1G	1B	-	-	$8.00
Eastling Arsenal - Hatchet	*Basic*	1	3	2B1G	2B	-	-	$11.00
Eastling Arsenal - Colorado Toothpick	*Premium*	1	2	2G	2B	-	-	$12.00
Handcraft - Pickaxe	*Premium*	2	4	3G	2B	-	-	$15.00
Handcraft - Lumberjack Ax	*Premium*	2	4	4G	3B	-	-	$17.00
Artillery Sword	*Elite*	2	3	1B3G	1B	-	-	$21.00
Cavalry Saber	*Elite*	2	3	4G	1B	-	-	$24.00
Eastling Arsenal - Half-Pike	*Elite*	3	3	2B2G	4B	-	-	$28.00

TRAPPING

Monster-hunting ain't ever easy, but it goes down a bit smoother when the monster ain't biting. Traps are specialized gear items that can be purchased or otherwise acquired. They can also be devised through improvising with your environment like digging a pit or using some rope and a sapling for a spring-loaded snare.

If using a trap gear item, communicate to the Warden where it's being placed and spend the associated Grit cost if taking an Action during combat. Perhaps it's positioned at a choke point in a narrow canyon or near a farmer's fenced-in livestock acting as Bait. Wherever it's placed, if the trap is triggered, roll the trap's dice pool. That creature will take the Trapped Status equal to the number of Hits rolled. And depending on the trap, the results may also deal damage or an additional Status.

All traps have one upgrade slot, including improvised traps. The Warden helps to decide what upgrades would be realistic for the trap type.

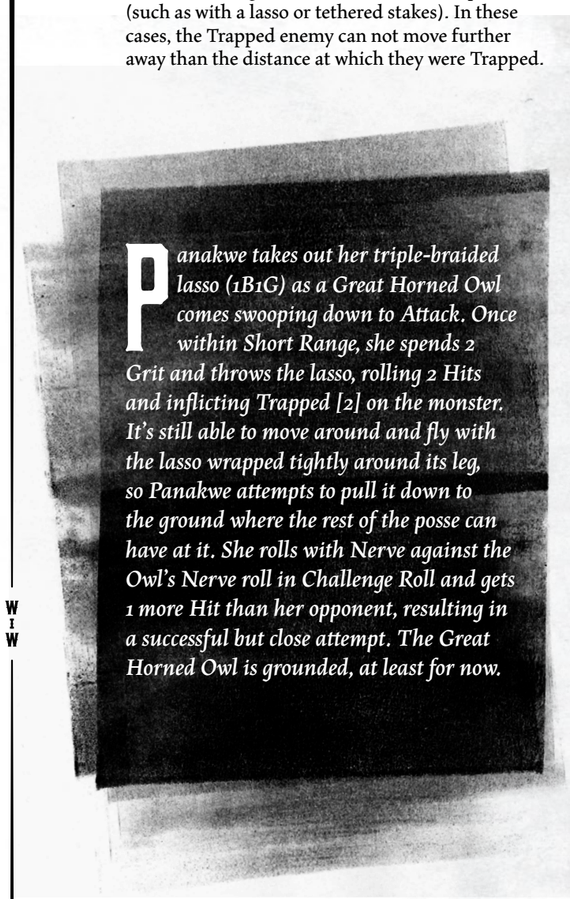


Silas and the rest of the posse are crawling through a dark mineshaft when a Red Mine Spider emerges. Silas reacts quickly on his turn to set up the basic spring-loaded snare he purchased at the previous settlement. He spends 3 Grit then tells the Warden that he places it at the narrowest point of the tunnel between the posse and the monster.

Consequently, the trap is triggered during the spider's next turn while trying to lunge at one of the players. At that moment, Silas rolls the trap's dice pool to see how effective it is. He rolls an exciting 3 Hits (1 Hit and 1 Ace) with the two Gold dice. The spider becomes Trapped [3] and unable to Move or Dodge until the Status is relieved.

TRAPS WITH A PIVOT POINT

Generally, the Trapped Status restricts all movement, however, there are some types of traps that allow a target to move around a fixed point (such as with a lasso or tethered stakes). In these cases, the Trapped enemy can not move further away than the distance at which they were Trapped.



Panakwe takes out her triple-braided lasso (1B1G) as a Great Horned Owl comes swooping down to Attack. Once within Short Range, she spends 2 Grit and throws the lasso, rolling 2 Hits and inflicting Trapped [2] on the monster. It's still able to move around and fly with the lasso wrapped tightly around its leg, so Panakwe attempts to pull it down to the ground where the rest of the posse can have at it. She rolls with Nerve against the Owl's Nerve roll in Challenge Roll and gets 1 more Hit than her opponent, resulting in a successful but close attempt. The Great Horned Owl is grounded, at least for now.

TRAPS

TRAPS	QUALITY	UPGRADE SLOTS	GRIT	ARM'S REACH	SHORT RANGE	COST
Bola	*Basic*	1	2	-	TRAPPED [1B]	$2.00
Tripwire Cable	*Basic*	1	2	1G. IF SUCCESSFUL, KNOCK DOWN ONLY.	-	$2.00
Tethered Stakes	*Basic*	1	2	TRAPPED [1G] + DAMAGE [1]	-	$3.00
Traditional Lasso	*Basic*	1	2	-	TRAPPED [2B]	$3.00
Spring-loaded Snare	*Basic*	1	3	TRAPPED [2G]	-	$4.00
Triple-braided Lasso	*Basic*	1	2	-	TRAPPED [1B1G]	$6.00
Weighted Net	*Basic*	1	4	TRAPPED [2B1G]	-	$9.00
Steel Leghold	*Basic*	1	3	TRAPPED [1B2G]	-	$11.00
*Box Cage**	*Basic*	1	4	TRAPPED [2B2G]	-	$12.00
Big Game Net	*Premium*	1	4	TRAPPED [3G]	-	$14.00
Barbed Lasso	*Premium*	1	2	-	TRAPPED [2G] + DAMAGE [1]	$15.00
Steel Bola	*Premium*	1	2	-	TRAPPED [2B] + DAMAGE [1]	$15.00
Spiked Leghold	*Premium*	1	3	TRAPPED [1B2G] + DAMAGE [1]	-	$12.00
Beaver Bear Trap	*Premium*	1	4	TRAPPED [2B2G] + DAMAGE [2]	-	$15.00
Electrified Lasso	*Elite*	1	2	-	TRAPPED [1B2G] + ELECROCUTED [1]	$18.00
Reinforced Snare	*Elite*	1	4	TRAPPED [1B3G]	-	$20.00
Reinforced Lasso	*Elite*	1	3	-	TRAPPED [2B2G]	$23.00
Reinforced Beaver Bear Trap	*Elite*	1	4	TRAPPED [4G] + DAMAGE [2]	-	$28.00

**Tiny and Small monsters only*

IMPROVISED TRAPS

When you don't have access to a trap gear item, just look around you. There's bound to be some useful materials in the surrounding environment or within your Supplies. All it requires is a good eye and a little ingenuity.

Improvised traps function differently from trap gear items in four main ways:

One time use. Similar to weapons, regular traps may be used over and over while improvised traps can only be used once. The moment a monster relieves the Trapped Status, the trap is considered broken and unusable.

Set up takes time. Locating useful materials, preparing core elements, and executing the craft properly takes time. For some improvised traps, that could mean ten minutes. For others, thirty to sixty minutes. Thus, improvised traps cannot be set up during a combat scenario. They must be placed beforehand.

Intuition roll required. When creating an improvised trap, roll with Intuition to understand how well the task is completed. Depending on the complexity and intent of the trap, the Warden will decide on a target number. Should the roll meet or exceed that target number, the trap is successfully set. Should the roll fall short of the target number, the trap is set but only half as effective—roll with half the dice pool rounded up.

Dice pool reference table. To know how many dice to roll and of which color, refer to the following table and find the closest category that represents your trap. Again, if the Intuition roll doesn't meet the target number, roll with half the dice pool (rounded up). Tripwire and lasso dice pools remain at 1B but take twice as long to craft when the target number isn't met.

IMPROVISED TRAP	TRAPPED DICE POOL	SET UP TIME
Tripwire	1B	*10 min*
Lasso	1B	*10 min*
Snare	2B	*30 min*
Pitfall	2B	*60 min*
Deadfall	3B	*60 min*

A TIP FOR THE WARDEN

Use your best judgement when it comes to deciding which trap category's dice pool most closely represents the improvised trap that your players are setting. Also, consider whether the trap should logically deal damage, up to 3 Hits per your judgement.

The posse is out on a monster hunt. They stumble upon multiple sets of tracks passing through two trees on a forest trail, but no one has a trap gear item on hand. They decide to improvise. They tell the Warden they'd like to take some time to build a deadfall trap using a heavy log near the trail and some rope from their Supplies. The Warden asks one of the players to roll with Intuition and allows the others to Help. The target number in the Warden's head is 4, or Hard, based on the complexity and scale of the improvised trap. The players collectively roll 5 Hits, allowing them to access the full deadfall trap dice pool (3B) as indicated on the reference table.

Over an hour passes and the posse is now hiding some distance away from their freshly set trap. An unsuspecting Dire Wolf Pack comes along and triggers the trap as the leading wolf passes through the two trees. One of the players then rolls 3B for the deadfall trap. 2 Hits and the Dire Wolf Pack rolled 0 for Defense! The Warden cheers and narrates the outcome, explaining that the log falls on top of the leading Dire Wolf that's now pinned to the ground. It takes Trapped [2] and the Warden decides the log would also deal 2 damage. The posse and wolf pack enter combat.

BAIT

Setting a trap doesn't guarantee a monster will trigger it. To help with that, use Bait! Bait is anything that may entice a creature to draw closer to it. It can be purchased or otherwise acquired, but one thing is for certain–the more attractive and tempting, the more effective the outcome.

If Bait is placed on a trap and a monster comes within Short Range of it, the Warden rolls with the monster's Intuition to see how it reacts. The roll is compared to a target number determined by the Warden based on how enticing the Bait is to said monster. Use the following table as a guide. The monster avoids the bait if they meet or exceed the target number, otherwise they are immediately attracted to the bait and the trap is triggered.

TARGET NUMBER	ENTICING BAIT SCALE
1	*Hardly Enticing*
2	*Somewhat Enticing*
3	*Enticing*
4	*Very Enticing*
5	*Extremely Enticing*

Some ideas for bait include: fruit, nuts, insects, canned food, raw meat, freshly cooked meat, smelly monster guts, livestock (like a tethered chicken), or perhaps yourself. Get creative but make it utterly irresistible by appealing the specific monster's appetite and senses. Wardens should reward such creativity with a higher target number.

Ida has been monster tracking since daybreak when she finally hears snorts from the Feral Hog—it's here. She crouches down to set up a large Beaver Bear Trap and covers it softly with dry grasses before reaching into her pack for some bait. A black bag with spoiled rabbit meat is pulled out and dumped around the trap's center. It smells awful, exactly what she wants. Ida then takes cover in a grove of trees and waits.

Not long after planting the bait, the Feral Hog comes into the clearing, sniffing the ground as it goes. Once within Short Range of the carrion, the hog takes notice. The Warden tells Ida that her baited trap is "Very Enticing" to the hog. They roll with Intuition for the monster (not its best skill) and get 2 Hits. Not enough to resist the Bait.

The beast immediately heads towards the smelly bait and the trap snaps at its leg. Ida rolls the trap's dice pool, getting a total of 3 Hits. This inflicts the hog with Trapped [3] plus 2 damage. Got 'im! Time to take this thing down.

GEAR ITEMS

Characters have Inventory to hold anything they can reasonably carry on themselves, their horse, or their mech. Don't be caught out in the harsh elements, up against unforgiving foes, or lost in a life-threatening survival situation without the proper equipment. Luck favors the prepared.

Costs for basic food and drink, general store items, and hired services can be found in the "Goods & Services" section on page 201.

A TIP FOR THE WARDEN

If a character is holding more than what seems reasonable for a person, horse, or mech, you may choose to give them a Dazed Status until they find a way to carry less.

TOOLS

Typically sold in a general store, trading post, or pop-up stand from a traveling salesperson, tools are useful items that allow you to accomplish certain tasks with a higher possible outcome. Need to fix a broken wagon? A hammer will give you +1B to your Finesse roll made to rebuild it. Need to find your way through a disorienting forest? A compass adds +1B to any Intuition roll made to navigate.

These skill buffs do not stack. You cannot use a wrench and a screwdriver to give you +2B (1B+1B) to a Finesse roll made to tinker. It would still only grant a +1B benefit. However you might have a tool like a fishing pole that grants +2B to Finesse rolls made to fish.

A TIP FOR THE WARDEN

Your players may come up with other tools not found on this list that could help them accomplish a particular task. Use the tools table as a framework to guide your decisions. Just make sure it's tied to a Skill and specific action. A crosscut saw might add +2B to Nerve rolls made to cut down trees, but an electric chainsaw might grant +2G. It's up to you to decide.

TOOL	BENEFIT	COST
Hammer	*+1B to Finesse for building*	$1.00
Handsaw	*+1B to Finesse for cutting wood*	$1.50
Crosscut Saw (two people)	*+2B to Nerve for cutting wood*	$2.50
Screwdriver	*+1B to Finesse for tinkering*	$0.40
Hand Auger	*+1B to Finesse for drilling holes (wood or metal)*	$1.50
Chisel	*+1B to Finesse for shaping wood or stone*	$0.75
Wrench	*+1G to Finesse for tinkering*	$0.90
Shovel	*+1B to Nerve for digging*	$1.50
Hoe	*+1B to Nerve for farming*	$1.00
Sickle	*+1B to Nerve for harvesting*	$1.00
Pan	*+1B to Finesse for panning gold*	$0.35
Rope (50 ft.)	*+1B to Nerve for climbing*	$0.75
Compass	*+1B to Intuition for navigating*	$2.00
Fishing Pole	*+1B to Finesse for fishing*	$0.75
Soldering Irons	*+1B to Finesse for repairing metal objects*	$1.00
Soldering Gun	*+2B to Finesse for repairing metal objects*	$3.00

SUPPLIES

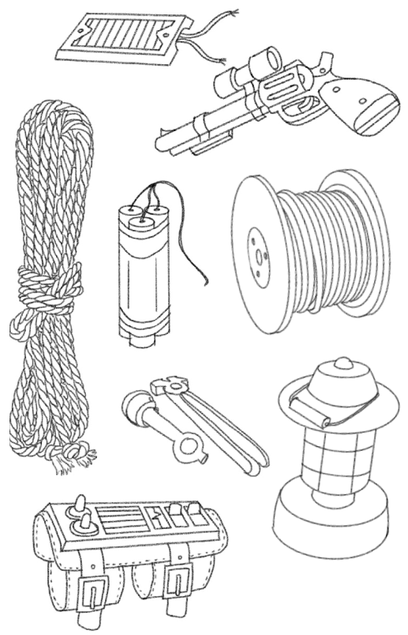
To assist in creative problem-solving, characters also have useful Supplies in their packs. These may, for example, include tools from the previous section. Supplies can be any basic item you might reasonably have on hand to help you in your adventures, such as a 30 ft. rope, a lantern, or simple climbing gear. Supplies must be small enough to fit in your pack and cannot be used to produce complex items (like firearms, a Forstall, or Special Ammo). Your character can't have a Trap in your Supplies, but your character could improvise one using Supplies.

Each character starts with one Supply slot on their person. Horses and mechs have larger packs that give you additional Supply slots. You must visit your horse or mech to use Supplies from their packs.

Players can decide at any moment what Supplies they have. Your Supply slots are reset each time you visit a town. Any previously used Supplies are lost unless you choose to use your slots to keep them. If you wish to keep Supplies and free up Supplies slots, you can purchase these items to carry in your Inventory.

The Warden should be realistic but open to good ideas. Encourage the use of Supplies in overcoming challenges.

If the Supply helps you to accomplish something requiring a Skill, you gain +1B for that skill roll. The Warden should consider the effectiveness of the Supplies when setting an appropriate difficulty for the task.



BATTERIES

Electricity and its usage expanded rapidly in the West to overcome the harsh dangers. Batteries were invented to power mechs, Forstalls, certain upgrades, and most every other technological contraption. Where the East feared electricity and its lethal potential, the West embraced it.

BATTERIES FOR MECHS

Mechs have very large batteries that can last for months you don't need to worry about recharging or replacing these–they're as durable as a prairie stone. It's assumed that while spending a night in town, your mech is wired up to the community charging station and will be ready to go in the morning. Read about Mechs on page 89.

BATTERIES FOR FORSTALLS

Forstall batteries are hefty and built into the machine itself. They are designed to both deliver a consistent current of electricity when Sweeping or Scanning, and send a surge of high-voltage energy when Bursting. These batteries are upgradeable and have Charges that need to be accounted for when used (see "Forstalls" section for more about battery Charges).

Similar to mechs, a Forstall's battery is rechargeable and does so when spending a night in town. When this happens, reset the battery Charges so they can be used to deter monsters during your next expedition. Read about Forstalls on page 81.

BATTERIES FOR WEAPONS & TRAPS

Smaller batteries can be attached to weapons or traps as Utility or Status Upgrades. This allows them to inflict the Electrocuted Status. Depending on the type of battery used, the Status Severity will range from Electrocuted [1] to [3]. Heartbeat sensors, flashlights, and other utility items that don't inflict the Electrocuted Status have built-in batteries and don't require a separate one. Read about Upgrades on page 93.

BATTERY	STATUS SEVERITY	COST
Coppercoil Battery (L1)	*Electrocuted [1]*	$15.00
*Ironcore Battery (L2)**	*Electrocuted [2]*	$30.00
*Hellnickel Battery (L3)**	*Electrocuted [3]*	$60.00

**too big for use with Pistols*

FIRST AID

When running low on Health, better hope you stocked up on some First Aid items. Not only are some items available to heal yourself or a posse member, but others can assist in removing Statuses that would otherwise be very difficult to roll off. With life-saving effects like these, it's no wonder they don't come cheap.

To use and consume a First Aid item from this table, spend 2 Grit and take the Use Item Action. A Skill roll is unnecessary.

FIRST AID ITEM	GRIT	BENEFIT	COST
Pain Pills	1	*Roll 1B, each Hit restores one Health.*	$0.50
Bandages	2	*Roll 2B, each Hit restores one Health.*	$1.50
First Aid Kit	2	*Roll 3B, each Hit restores one Health.*	$3.00
Antidote	2	*Remove the Poisoned Status and its lasting effects.*	$4.00
Burn Relief	2	*Remove the Burned Status and its lasting effects.*	$4.00
Smelling Salts	1	*Remove the Dazed Status.*	$4.00
Witch Hazel	1	*Remove the Dazed Status.*	$4.50
Snake Oil	1	*Roll 1B when consumed to determine effect.* *Ace: Reduce the Status Severity of any status by 2.* *Hit: Reduce the Status Severity of any status by 1.* *Spur: Nothing happens.* *Blank: Take Poisoned [1].*	$1.00
Adrenaline	2	*Temporarily increases Max Health by 2 for one hour. Cannot take multiple doses.*	$6.00

MECH REPAIR KITS

Your mech can't take pain pills, but there are other ways to help it recover from the damages incurred during combat. One of those ways is to use a Mech Repair Kit. These kits can be purchased or sometimes found, if you're lucky. Each of them can be used inside or outside of combat, just spend the associated Grit cost and roll its dice pool. Your mech will gain 1 Mech Health equal to the amount of Hits rolled. If you have the Mech Talent unlocked, reroll any Spurs.

MECH REPAIR KIT	GRIT	DICE POOL	COST
Quick-Fix Kit	4	2B	$1.50
Grease Box	4	3B	$3.00
Overhaul Rig	4	4B	$5.00

SPECIAL AMMO & ARROWS

Special Ammo, including arrows, must be tracked for quantity. Not all Special Ammo can be used for every weapon type, so check to see if there are any specifications. Don't try shooting arrows from a shotgun.

Some Special Ammo may have any of the following effects, as specified. The effect only applies if there is at least one successful Hit after subtracting any Defense.

BANG!

Any rolled Hits from an attack with the Bang! effect are automatically converted to Aces. This is generally an explosive attack which makes it especially damaging to Trophies.

STATUS

Attacks may also inflict a Status if specified. If an attack deals both damage and inflicts a Status, the Status is only inflicted if the attack deals at least 1 damage after Defense is considered. For example, an Incendiary Arrowhead fired from a bow will cause the weapon's regular damage in addition to the Burned Status (with a Severity equal to the Arrowhead's specified amount). On the other hand, a Mechanic's Ace-in-the-Hole 2 Ability (Electrified Prod) does not cause damage, inflicting the Electrocuted Status with a Severity equal to the number of Hits rolled.

PIERCING

Any attacks made with this property ignore Defense up to the specified amount. Armor and Cover can't stop this attack, but the Dodge Action remains in effect. For example, a monster may have rolled 3 Hits with its Defense dice, but if your attack is using Piercing [2] rounds they automatically subtract 2 Hits from the monster's defenses. Only 1 Hit would remain to protect it from your attack.

KNOCKBACK

Attacks with this property (and at least one successful Hit) push the target back a distance equal to Short Range, beginning from where it's standing when it's hit. If the target hits a wall, tree, or something else behind them, they take 1G damage.

SPECIAL AMMO	EFFECT	COST
Knockback Rounds	*Knockback Property*	$1.00
Piercing Rounds	*Piercing [1]*	$2.00
	Piercing [2]	$3.50
	Piercing [3]	$5.00
Tranquilizer Arrowheads	*Unconscious [1]*	$2.00
	Unconscious [2]	$4.00
Tether Arrowheads	*Trapped [1]*	$2.00
	Trapped [2]	$3.50
	Trapped [3]	$5.00
Poison Arrowheads	*Poisoned [1]*	$2.00
	Poisoned [2]	$4.00
Incendiary Arrowheads	*Burned [1]*	$2.00
	Burned [2]	$4.00
Electrified Arrowheads	*Electrocuted [1]*	$2.00
	Electrocuted [2]	$4.00
Explosive Arrowheads	*+1G (Arm's Reach) + Bang!*	$3.50

SHIELDS & ARMOR

Simply put, shields are anything you can hold that grants you Cover (page 43). They must be made of a material hard enough to stop the object at play to be effective. For example, a canvas tarp is too soft and thin to stop any blades or bullets, but the lid of a wooden crate could provide some protection (Light Cover). Typically speaking, Light Cover shields can be held with one hand and Heavy Cover shields require two hands, but each of these are more portable than ducking behind a boulder.

A TIP FOR THE WARDEN

If an object is being improvised as a shield, the Warden must determine whether it's considered Light or Heavy Cover.

Armor increases one's Defense. This could be anything the Warden agrees is sufficiently protective, such as plate armor or the thick hide of a monster. Armor differs from shields which grant some degree of Cover with a held object.

Some uncommon armor can be purchased, but it is more often fashioned out of certain monster parts like a giant snake's scales. Additional Defense gained from wearing armor typically ranges from 1B to 2G and rarely exceeds that.

While wearing armor, a player's movement speed drops from Normal to Slow, costing them 2 Grit when taking the Move Action, instead of 1. The exception to this rule is when riding on a horse. Armored characters use the horse's movement speed: Fast. Only one piece of armor can be worn at a time. When paired with shields, armor can be an extremely effective defense strategy.

SHIELD / ARMOR	DEFENSE	COST
Extendable Shield (One Hand)	*Light Cover*	$12.00
Welded Steel Shield (Two Hands)	*Heavy Cover*	$16.00
Basic Armor	1G	$25.00
Full Body Armor	2G	$35.00

EXPLOSIVES

EXPLOSIVE	QUALITY	GRIT	ARM'S REACH	SHORT RANGE	COST
Smoke Bomb	*Basic*	3	-	*Blocks line of sight within Short Range providing Light Cover.*	$4.00
Crack-Flare	*Basic*	4	*Dazed [3G]*	*Dazed [2B]*	$6.00
Black Powder Cartridge	*Basic*	4	*2G + Burned [1]*	*1B + Burned [1]*	$8.00
Black Powder Landmine	*Premium*	4	*3G + Burned [2]*	*2B + Burned [2]*	$12.00
Dynamite	*Premium*	4	*3G + Bang!*	*2B + Bang!*	$14.00
Fragmentation Grenade	*Premium*	4	*4G + Piercing [2]*	*3B + Piercing [2]*	$16.00
Incendiary Grenade "Fireballs"	*Elite*	4	*Burned [5G]*	*Burned [4B]*	$20.00
Discharge Grenade "Grounders"	*Elite*	4	*Electrocuted [5G]*	*Electrocuted [4B]*	$22.00
Dynamite Pack	*Elite*	4	*5G + Bang!*	*4B + Bang!*	$24.00

EXPLOSIVES

Well you know what they say, "If you light the fuse, you best be ready for it to go boom!"

Explosives come in all shapes, sizes, and functions. Not all of these items are intended to knock a man off his horse with pure force. Some explosives can inflict a status on any target within Short or Long Range. It goes without saying, these are going to cost you a pretty penny.

BLAST RADIUS

The Ranges indicated on the table above describe the explosive's blast radius instead of the distance at which you can use the item. For example, a stick of Dynamite will deal 3G to any targets within Arm's Reach of the item and 2B damage to any targets within Short Range.

Damage and Statuses apply to all targets within those Ranges, including your posse, horses, or mechs (although mechs aren't affected by Statuses, they are susceptible to taking damage). So best be sure to check the labels before lighting the fuse, or at least have enough Grit left in your turn to run away.

A TIP FOR THE WARDEN

Players can throw an explosive up to Short Range. If they are trying to hit a specific target within that Range, it's recommended to have them roll with Finesse to determine how well they can pinpoint said target.

TROPHIES & LOOT

You killed something and now you want what it has, or maybe you just found it that way. Either way, don't let it go to waste!

Characters can search humans for loot in their pockets, wagons or mechs for treasures, and rubble for missing valuables. The player rolls with Intuition, and the Warden determines the rewards based off of their success.

If the character has slain a monster and knows what they want from it, the trophy is theirs for the taking. You might want the owl's piercing horns or the scorpion's armored shell. Trophies can be sold for cash, used decoratively, or to achieve a desired result. Some trophies may grant special effects when utilized in a particular way like mounting it to a weapon or fashioning it into clothes. For example, that armored shell could be fashioned by a town blacksmith into a chest plate for additional Defense.

TROPHY CONDITION

If selling a trophy, the value that a trading post or rich collector of rare specimens is willing to pay is determined by its condition. The better the condition, the higher the payout. Some weapons and Statuses reduce the Trophy's value, so if the posse wants to get paid top dollar, they may want to consider using pistols and rifles instead of shotguns or explosives. That said, one's life is more important than a Trophy. Should it come down to using a shotgun and living or sticking with a pistol and dying, it might be time to fire some shotgun rounds. Use the following table to guide your trophy-selling exchanges.

TROPHY CONDITION RANGES

CONDITION RANGE	WEAPONS USED IN COMBAT
Good - Pristine	*Rifles, pistols, bows, traps, melee*
Fair - Good	*Shotguns, Burned status*
Poor - Fair	*Explosives, mounted weapons*

MONSTER TROPHY VALUE

CONDITION	TINY/SMALL	MEDIUM	LARGE	HUGE	TITAN
Pristine	$1.00-10	$10-30	$30-100	$100-200	$200-500
Good	$0.80-8	$8-24	$24-80	$80-160	$160-400
Fair	$0.60-6	$6-18	$18-60	$60-120	$120-300
Poor	$0.40-4	$4-12	$12-40	$40-80	$80-200

SOMETHIN' WORTH TAKIN'

Hunting for monsters and their Trophies may provide Special Ammo that's even more effective than what can be purchased!

FORSTALLS

Technology in the Wild Imaginary West progressed quickly to adapt to the dangers of lurking monsters but with limited resources. Forstalls were created by Thomas Edison and his team to deter monsters using a new method of transmitting energy, measured in Kurtz (see page 113 to learn more about the invention's history). Forstalls come in different sizes and are upgradeable to increase their effectiveness.

They have two primary functions: Sweeping and Scanning. Sweeping passively protects towns and characters during their travels. Scanning monsters makes Sweeping more effective and can open the way to a Burst upgrade for a last resort in dire situations.

Due to their technological limitations and complexities, characters may have varying degrees of success in using their Forstalls effectively, represented by the success of the dice rolls.

The ferocious roars sound closer and more frequent now. You need to correct the Kurtz output from your backpack Forstall before those roars become the last thing you'll ever hear.

You attach a new battery and begin connecting the cables as sweat beads on your forehead. A simple display with waving lines illuminates and you begin crossing wires to different inputs and outputs, flipping toggle switches, struggling to correct the waves' structure.

"There, I think I got it!" Shouting in glee, you set the Forstall to begin broadcasting and look up to see a monstrous gold-haired bear twisting its head back and forth in discomfort. Its fur bristles, and it roars once more before turning to run back into the trees. "Gone for now," you whisper softly.

SWEEPING

When Sweeping, your character adjusts it to cycle through a range of Kurtz Frequencies constantly in the hopes of deterring most monsters during that time. Every monster has their own Kurtz Frequency that affects them specifically. While successfully Sweeping, the Forstall discourages monsters from attacking by causing them great discomfort and reducing their Grit.

◆

BUILT TO WATCH YOUR BACK

Forstall Sweeping is most beneficial when you're traveling and don't want to randomly encounter a monster along the way. For example, you may want to use the Sweeping mode while driving a wagon to deliver goods between towns. However, if your main objective is to hunt and kill a monster, activating a Forstall's Sweep mode could be counterproductive. It could repel the monster farther away or cause it to hide.

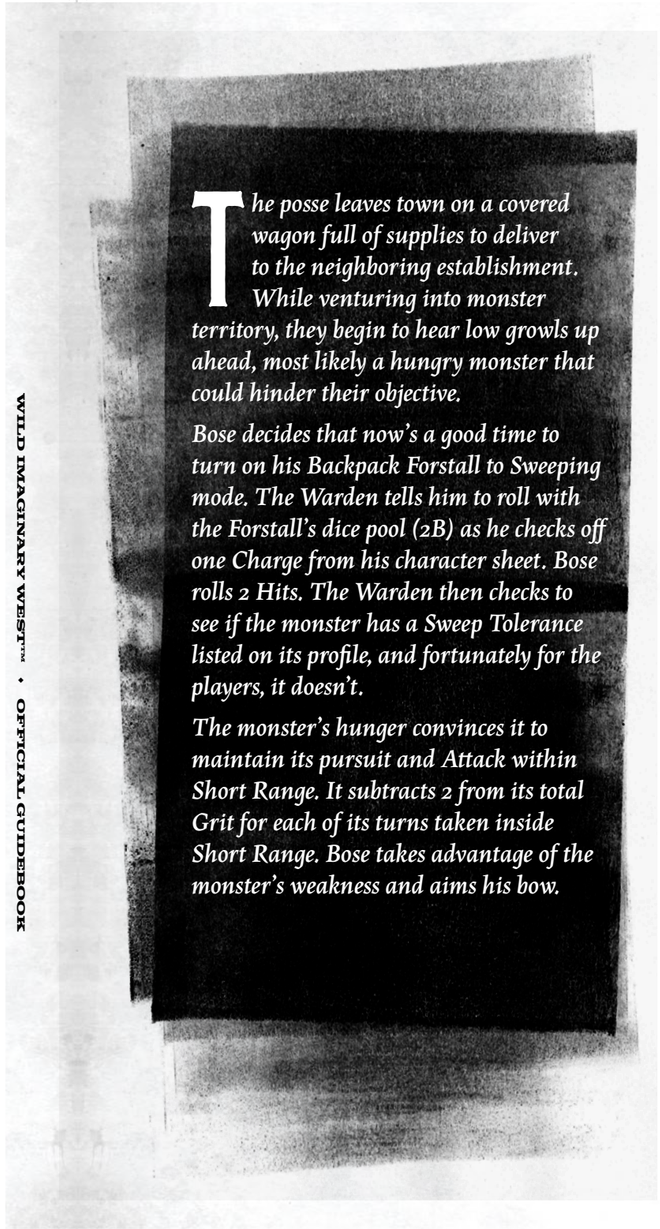
◆

To operate a Forstall's Sweeping function, spend the Forstall's Grit cost and roll its associated dice pool. Any monster within the Forstall's Range subtracts a number of Grit equal to the amount of Hits at the start of their turn. The effective Range of a Forstall depends on the model. For example, a Mech Forstall can Sweep up to Long Range, while a Backpack Forstall Sweeps up to Short Range.

Sweeping uses up one battery charge per two hours, unless increased with Upgrades. If the user attempts to readjust the Forstall during use for better success, they must use up an additional battery charge.

A monster loses their Grit every time they enter or start their turn within the Range of the Forstall. Monsters cannot sneak into Range of the Forstall without crying out in distress, alerting characters to their presence.

Despite the Forstall's effects, monsters may be very aggressive towards the Forstall and seek to destroy it and its users, even with reduced Grit. Many larger monsters even have a natural resistance to Forstall Sweeping.



The posse leaves town on a covered wagon full of supplies to deliver to the neighboring establishment. While venturing into monster territory, they begin to hear low growls up ahead, most likely a hungry monster that could hinder their objective.

Bose decides that now's a good time to turn on his Backpack Forstall to Sweeping mode. The Warden tells him to roll with the Forstall's dice pool (2B) as he checks off one Charge from his character sheet. Bose rolls 2 Hits. The Warden then checks to see if the monster has a Sweep Tolerance listed on its profile, and fortunately for the players, it doesn't.

The monster's hunger convinces it to maintain its pursuit and Attack within Short Range. It subtracts 2 from its total Grit for each of its turns taken inside Short Range. Bose takes advantage of the monster's weakness and aims his bow.

SCANNING

Any seasoned Forstall user knows that Sweeping ain't always foolproof. Scanning helps to increase the likelihood you won't be wasting your batteries though.

If a Forstall is programmed with the Kurtz Frequency of a monster within Range, it gains an automatic +1 to the effectiveness of its Sweep. For example, if a player rolled 2 Hits with a Forstall that had the frequency 3-4-2729 in its memory bank, any Giant Black Widow within Range would suffer the loss of a total of 3 Grit (2 for the dice roll and an additional +1 due to the Forstall knowing it's frequency beforehand).

Scanned monsters are also susceptible to the effects of the Crystal Burst Fuse upgrade, explained in the following "Bursting" section.

You can see why knowing a Frequency would be useful. Researchers take great pride in knowing as many monster Kurtz Frequencies as possible. Plus, one could fetch a pretty penny for imparting this knowledge to others if you can get them to trust your insights.

HOW TO SCAN

To Scan a monster for its Kurtz Frequency, a Forstall sends a signal towards a target and judges the feedback it receives. Through a series of trial and error, operators can determine a sequence of six digits that correspond to a monster's Frequency. The monster must be living and within the Forstall's Range to be Scanned.

To learn any of the six digits, characters can use their Forstall to Scan the monster then guess the Frequency. Use the following steps:

STEP 1

Spend 3 Grit and roll with Intuition while the monster is in your character's line of sight

- Each Hit earns you one digit of the monster's Kurtz Frequency, but not necessarily the position of that digit in the sequence.
- The Warden can choose which digits to provide and what order to say them in. The Warden should only provide digits that the player does not already know.

◆

A TIP FOR THE WARDEN

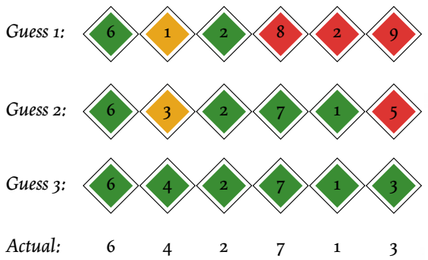
The order in which you provide these digits is up to you. To reduce mental load, feel free to deliver them in numerical order. If you like to play mind games, give the digits in correct order and watch your players' confusion!

◆

STEP 2

Make a guess what the sequence of six digits is. The Warden responds with a description of the Forstall's display which shows a light under each digit:

- Green: The digit IS part of the sequence and IS in the correct position.
- Yellow: The digit IS part of the sequence but is NOT in the correct position.
- Red: The digit is NOT part of the sequence.
- The player operating the Forstall may guess the same digit for multiple positions. The Warden should not use green or yellow multiple times for that digit unless the digit is in the sequence multiple times. For example, if the sequence is 6-4-2713 and the player says 6-1-2829, the Warden should respond green, yellow, green, red, red, red.



◆

A TIP FOR THE WARDEN

If a posse becomes too frustrated with this puzzle or if they aren't into puzzles in general, the Warden can provide the position of each digit for successful Hits while Scanning. Scanning should cost 5 Grit in this case.

◆

Scanning does not require a battery charge because it is not as energy draining as Sweeping.

Forstalls can have only one operator at a time, thus only one character can Scan per round of combat. Similarly, other characters cannot Help with the Intuition Skill roll made to Scan. There isn't enough room at the Forstall for that. Like having too many cooks in mama's kitchen. A character could step back from the Forstall to allow another character to try Scanning in the following round.

Attempts to Scan do not alert the monster, but characters may still be noticed if they are not sneaky. The Warden might ask for the player to roll Finesse to successfully hide while Scanning.

BURSTING

If a Forstall has the Crystal Burst Fuse upgrade, it can target a specific Kurtz Frequency to drive away a monster for at least two hours. The Burst upgrade requires a crystal which shatters upon each use, requiring a new one before being used again. These crystals have a unique structural property that allows them to act as an overcurrent protection to the rest of the Forstall as this sharp increase of Kurtz energy is pushed through it..

A monster's full Kurtz Frequency number is required to make it the target of a Burst. Like Scanning, Bursting does not require a battery charge. Bursting gains the majority of its power from the crystal, which causes the crystal to break.

Jeremiah successfully creeps up the slope to get a better vantage point of the Alpine Bigfoot that is tearing apart a deer carcass atop the hill. He slides his upgraded Backpack Forstall off his back and points a metal parabolic antenna towards the monster. With a few switch flips, the Forstall begins Scanning the Alpine Bigfoot, waves twitching and attempting to align on a small analog display.

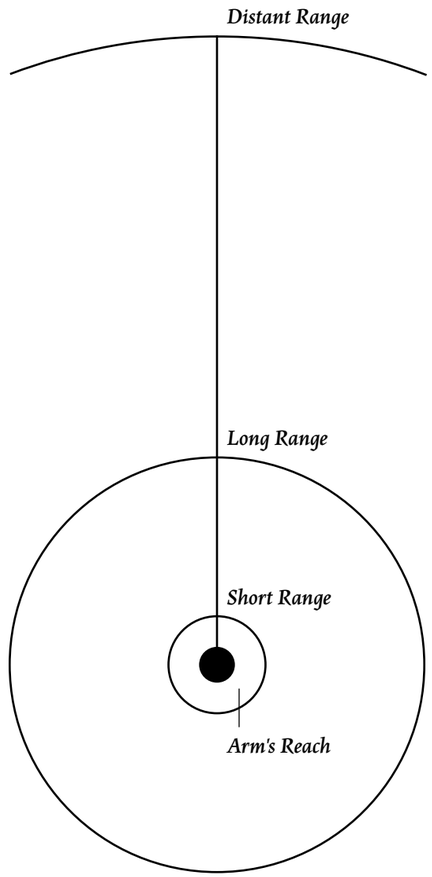
After a few tries, Jeremiah successfully decodes the monster's Kurtz Frequency and just in time! The wind has shifted and the fearsome beast charges towards Jeremiah's scent. Jeremiah's friend calls out to warn him, "Quick! Use the Burst!" Jeremiah slides a crystal into a thin compartment, inputs the Bigfoot's Kurtz Frequency, and jabs a blinking red button.

The crystal hums and glows brightly with increasing intensity until the crystal shatters and the Alpine Bigfoot lets out a terrible cry! It quickly turns away and runs off until its silhouette blends with the trees'. Jeremiah wipes the sweat off his brow and carefully records the beast's Frequency for future use.

FORSTALL RANGES

Each Forstall model has its own Range, which is the same for Scanning, Sweeping, and Bursting.

A Forstall's Range is a circle with the Forstall at the center, measured by its radius. If a Forstall has Long Range, the Range extends up to the farthest reach of Long Range (before Distant Range).



EDISON'S RULES OF FORSTALLS

Thomas Edison, inventor of the Forstall, wrote three rules to help protect Forstall users and bystanders.

RULE 1 ◆ Never use Forstalls within Range of each other.

Forstall waves are useless when they cross each other. However, the Forstall devices are highly sensitive to each other. If a Sweeping Forstall device comes in Range of another Sweeping Forstall's waves, it will electrocute (Status: Electrocuted 6) anyone in Short Range of either Forstall and melt the Forstalls' batteries. The same danger occurs if a Forstall Bursts while a Sweeping Forstall is within Long Range.

Obey all posted Forstall rules in and near towns to avoid dangerous situations. Towns frequently have their own Sweeping Forstalls.

RULE 2 ◆ Forstalls do not work in caves or underwater.

Forstall waves echo off of cave walls against each other and become less effective. While in tunnels and small caves, subtract 1 die from Sweeping rolls.

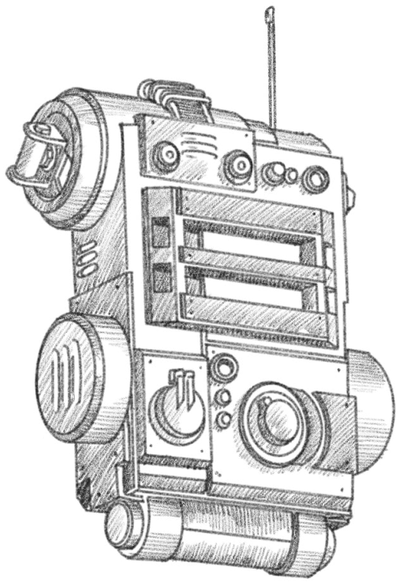
Forstall waves do not penetrate water. Any submerged monsters are unaffected by Forstalls.

RULE 3 ◆ Never use the Forbidden Frequency.

The "Verbotene Frequenz", or Forbidden Frequency, applies to humans as well as animals and has an instantly lethal effect on our feeble bodies. The frequency is kept secret but some may know it begins with two digits that do not apply to any monsters.

FORSTALL MODELS

Many Westerners have a rudimentary understanding of Forstalls and construct their own using a Forstall Module and Scrap. Larger sizes can offer greater capabilities, but all Forstalls are effective at deterring monsters.

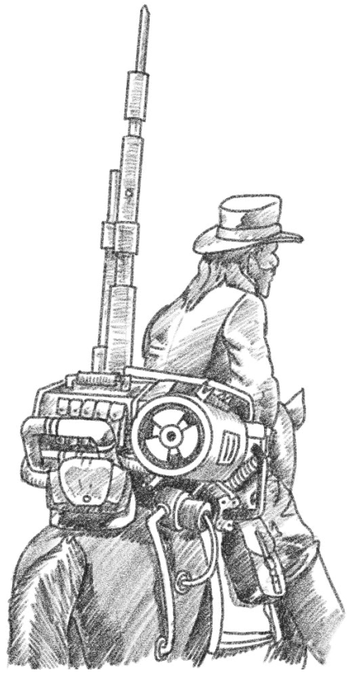


BACKPACK FORSTALL

A portable version of the Forstall was developed to fit on a person's back for travel. This is the most commonly built Forstall, but it is still finicky to handle. The user must readjust the various dials, toggles, and cables to begin an effective Sweep.

UPGRADE SLOTS:	2
BATTERY:	2 CHARGES
DURATION:	2 HOURS
RANGE:	SHORT
GRIT:	4
SWEEP:	2B

A Backpack Forstall can be made with a Forstall Module and 15 Scrap.

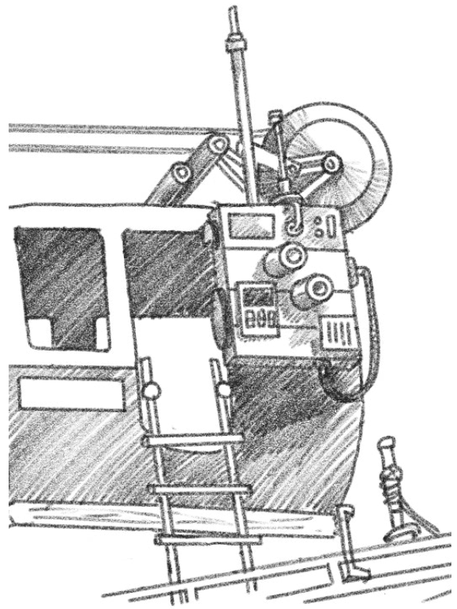


SADDLEBAG FORSTALL

A slightly more effective Forstall that's too heavy to carry on one's back, so instead it's positioned on a horse's back. It's made up of more components which add weight but give it more power at Short Range.

UPGRADE SLOTS:	3
BATTERY:	2 CHARGES
DURATION:	2 HOURS
RANGE:	SHORT
GRIT:	4
SWEEP:	3B

A Saddlebag Forstall can be made with a Forstall Module and 20 Scrap.

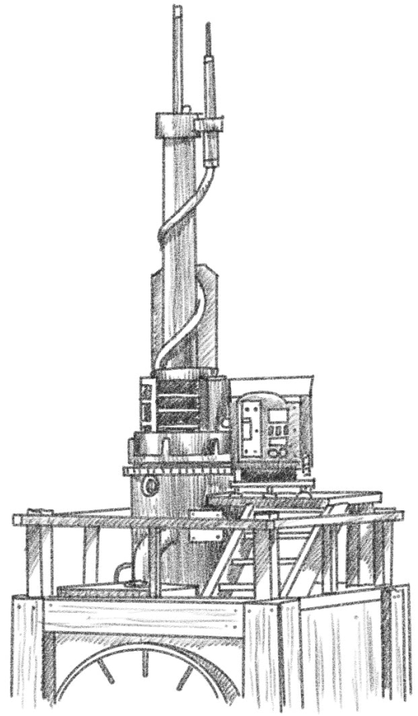


MECH FORSTALL

This size–which is closest to the original Forstall models–fits well inside a Mule or Dromedary mech. It is too heavy to be carried by humans or horses over long distances and too bulky for smaller mechs. It is also commonly used to protect a home or singular structure. It functions similarly to the other Forstalls to maintain an effective Sweep.

UPGRADE SLOTS:	4
BATTERY:	2 CHARGES
DURATION:	2 HOURS
RANGE:	LONG
GRIT:	4
SWEEP:	4B

A Mech Forstall can be made with a Forstall Module and 30 Scrap.



TOWN FORSTALL

Most towns purchase or construct their own Town Forstall. The effectiveness of these can vary based on the quality of the build but can generally Sweep for entire days. Someone maintains the Forstall daily by ensuring its generators are working and readjusting as necessary. Cheap or poorly-constructed Town Forstalls often fail to maintain their Sweep throughout an entire day and must be used sparingly, usually at night. Powerful at Sweeping and have no need for upgrades. They typically aren't used to Burst because that would require a very large crystal.

Signal Repeaters extend the range of a Town Forstall and are typically placed just far enough from each other to maintain effectiveness (2 Long Range distances). Chains of Signal Repeaters can stretch for miles but are costly to build.

RANGE:	TOWN PERIMETER
GRIT:	6
SWEEP:	6B

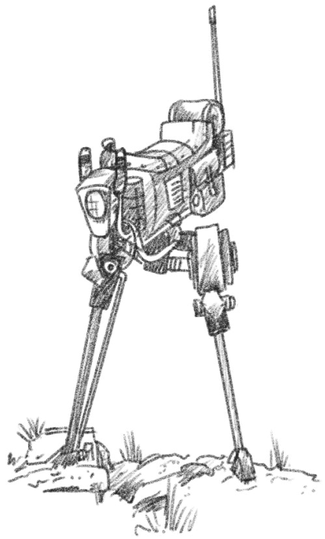
A Town Forstall can be made with a Forstall Module and 60 Scrap. A Repeater can be made with a Forstall Module and 40 Scrap

MECHS

Your horse can only do so much and that's why the West needs mechs. Mechs are the end-product of gifted engineers given opportunity and freedom. Repurposing saddles, carts, wagons, and cabins for high-utility purposes gave them a second chance at a new and more adventurous life. They've also been adapted for combat to defend towns and hunt monsters.

MECH CLASSES

Mechs fall into four general categories that can be modified to fit different uses: Dowitcher, Piper, Mule, and Dromedary. Each class has their distinct characteristics that set them apart from the rest as well as unique touches that come from personal decisions regarding mech upgrades.



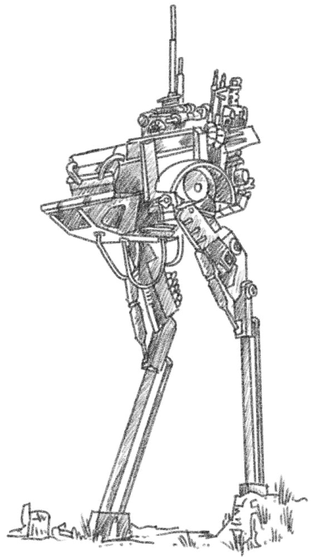
DOWITCHER

The Dowitcher, named after the small shorebird, is a two-legged mech, useful for individual travel and tasks. This repurposed saddle can only house a single person (its driver) and enough supplies for one week. It's the lightest of the four mechs and therefore moves the fastest. Most measure between 10 and 15 feet tall and weigh roughly 2 tons, about the same as a heavily loaded covered wagon.

Dowitchers offer Light Cover to its one passenger and are sturdy enough to have a 1B Mech Defense. These stats can be upgraded to withstand the blows of bigger monsters through the use of its two available upgrade slots. See the "Upgrades" section for more information about mech upgrades and how they work.

HEALTH:	10
MECH DEFENSE:	1B
PLAYER COVER:	LIGHT
SPEED:	NORMAL
CAPACITY:	1 PERSON
SUPPLY SLOTS:	1
UPGRADE SLOTS:	2

A Dowitcher mech can be constructed with a horse saddle and 40 Scrap.



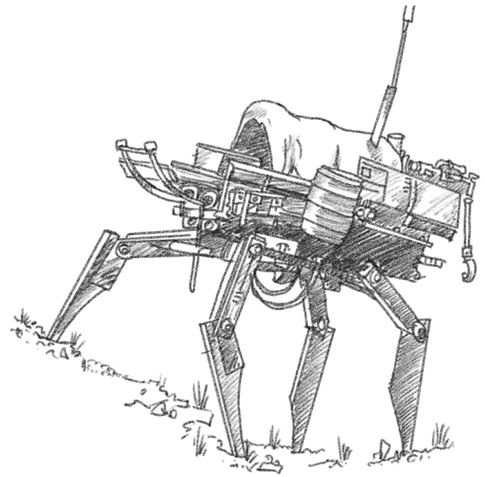
PIPER

Similar to the Dowitcher, the Piper-class mech is a larger two-legged mech capable of fitting two people with their cargo. While not the lightest, it still benefits from having a quick, nimble structure that allows it to move easily through most terrains and up steep slopes. Pipers typically measure 15 feet tall and weigh slightly more than dowitchers because of their increased capacity.

You might find a Piper or Dowitcher being utilized to scout dangerous terrain, track down outlaws, deliver urgent messages or small cargo, drive cattle on a ranch, and, of course, provide protection from hungry monsters—smaller ones, that is.

HEALTH:	12
MECH DEFENSE:	1B
PLAYER COVER:	LIGHT
SPEED:	NORMAL
CAPACITY:	2 PEOPLE
SUPPLY SLOTS:	2
UPGRADE SLOTS:	2

A Piper mech can be constructed with a handcart and 50 Scrap.



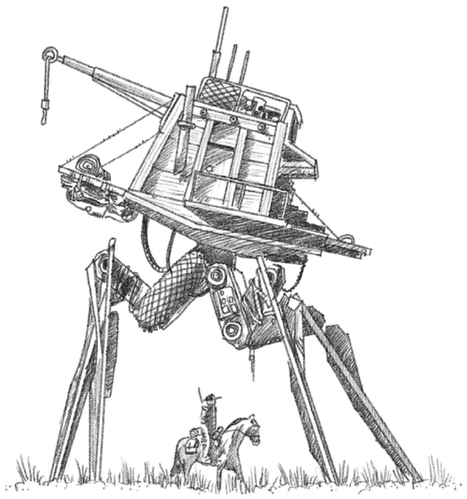
MULE

Mules are the pack-animals of the mech world. Walking on four-legs, this class is essentially a mobile campsite useful for small traveling groups. Not only can it fit up to four people and much more cargo, but it's bigger, bulkier, and provides more cover to those riding inside. A Mule is generally constructed using a prairie schooner or other covered wagon as the base. Four hinged legs and metal modifications are then added, weighing it down significantly (nearly 4 tons). The trade-off to all these additions is its slower movement speed.

Due to their size and fortitude, Mules are primarily used for long-distance group travel and monster hunting. They are also great for transporting goods, hauling heavy loads, and traversing treacherous landscapes. It's the workhorse of the frontier.

HEALTH:	20
MECH DEFENSE:	2B
PLAYER COVER:	HEAVY
SPEED:	SLOW
CAPACITY:	4 PEOPLE
SUPPLY SLOTS:	3
UPGRADE SLOTS:	3

A Mule mech can be constructed with a wagon and 75 Scrap.



DROMEDARY

Like their namesake, the Dromedary is a tall and magnificent engineering marvel. With a large cabin on top of four legs or a pair of continuous tracks, Dromedary-class mechs make for a protected traveling home. It can comfortably carry up to eight people, including the driver, and is by far the heaviest and slowest of the mech family. Measuring between 15-20 feet tall and equally wide, the dromedary weighs an impressive 8-10 tons.

Dromedaries offer much more protection for its passengers, providing Heavy Cover for those outside the cabin and complete cover for those inside. It has a high potential to enhance its features as well with four available upgrade slots. Most mechs of this size are used for logging big trees, mining into hillsides and deep underground cavities, or to approach larger-than-life monsters.

HEALTH:	30
MECH DEFENSE:	2G
PLAYER COVER:	HEAVY
SPEED:	VERY SLOW
CAPACITY:	8 PEOPLE
SUPPLY SLOTS:	4
UPGRADE SLOTS:	4

A Dromedary mech can be constructed with a cabin and 100 Scrap.

COMBAT IN MECHS

Each mech has its own Health. A mech is Fully-Functioning until its Health reaches 50%, at which point the mech is Compromised and the Grit cost to Move is doubled up to a maximum of 6 Grit. When a Mech's Health reaches 0, it is Totaled. Anyone inside must exit the destroyed mech immediately. The mech can be salvaged for Scrap or repaired with Scrap.

Monsters are more likely to target the mech itself during an attack. They do not understand that humans operate the mech from inside. Some monsters may be powerful enough to topple a mech, in which case the mech is unable to move and any mounted weapons are inoperable. The Warden should encourage imaginative problem solving in order to bring the mech back to its upright position, rewarding their players' creativity. For example, the players might use another mech's crane arm Utility upgrade or find a clever use of ropes and pulleys.

Human enemies are more likely to target the characters inside the mech unless seeking to hinder the mech.

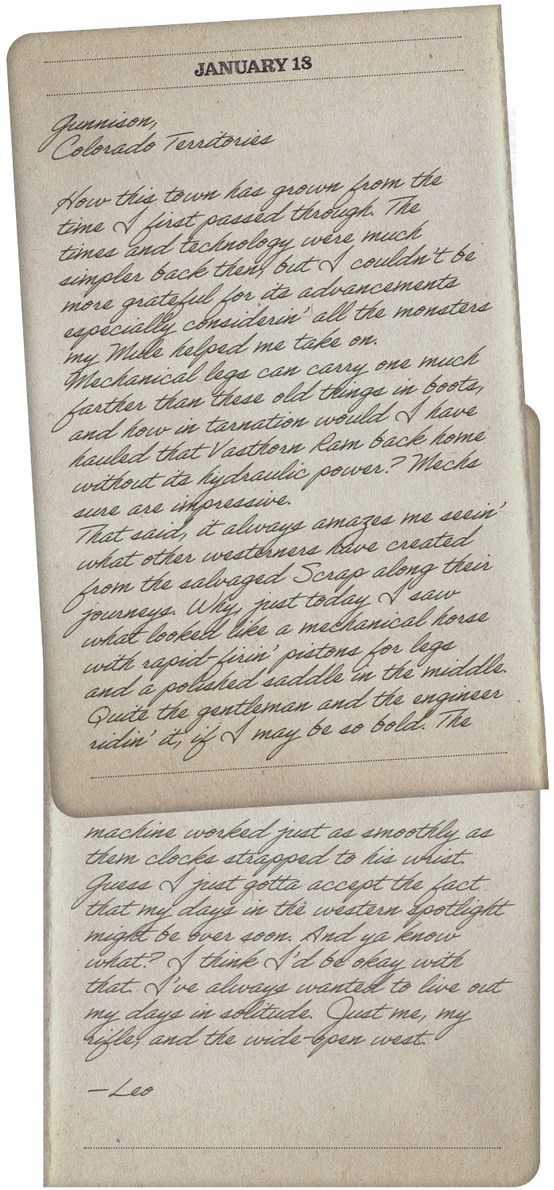
A TIP FOR THE WARDEN

Consider how mechs could otherwise be affected. How might electrical attacks affect mechs? Could a strong one shut down the mechs for a temporary amount of time? Could humans learn ways to immobilize mechs or even topple them?

Characters targeted inside the mech can benefit from Light or Heavy Cover of the mech, specified with each model and upgrades.

If the mech is being directly attacked, it has its own Defense due to its innate armor. Any player can roll the Defense on behalf of the mech.

To move the mech, one character must spend the Grit cost specified under its Speed. Only one player can drive the mech in a round of combat, leaving the other characters to attack from the mech using mounted weapons or their own.



JANUARY 13

Gunnison,
Colorado Territories

How this town has grown from the time I first passed through. The times and technology were much simpler back then, but I couldn't be more grateful for its advancements especially considerin' all the monsters my Mule helped me take on. Mechanical legs can carry one much farther than these old things in boots, and how in tarnation would I have hauled that Vasthorn Ram back home without its hydraulic power? Mecks sure are impressive.
That said, it always amazes me seein' what other westerners have created from the salvaged Scrap along their journeys. Why, just today I saw what looked like a mechanical horse with rapid-firin' pistons for legs and a polished saddle in the middle. Quite the gentleman and the engineer ridin' it, if I may be so bold. The machine worked just as smoothly as them clocks strapped to his wrist. Guess I just gotta accept the fact that my days in the western spotlight might be over soon. And ya know what? I think I'd be okay with that. I've always wanted to live out my days in solitude. Just me, my rifle, and the wide-open west.

—Leo

UPGRADES

Characters can acquire upgrades to improve aspects of their weapons, traps, Forstalls, and mechs. This allows them to take on bigger and more dangerous threats as they progress through their monster-hunting journey.

Each upgrade is an engineering masterpiece to its creator even though it may not look very sleek or like it'll work at all to others. However, all upgrades are made for a specific purpose and constructed with random, useful materials. The more materials you have to work with, the greater the possibilities and outcome. That's why some upgrades are better than others and are indicated as a Level-1, Level-2, or Level-3 upgrade (or L1, L2, and L3). The higher the level, the better the upgrade.

However, you can't just slap any or all of the upgrades onto your weapon or device. For that, there's upgrade slots.

UPGRADE SLOTS

Upgrade slots determine how many upgrades can be added to a particular item. They typically range from 1 to 4, but some items don't have any at all. Shotguns and rifles have a total of 4 Upgrade Slots while a pistol and most bows only have 2. Explosives, pocket knives, and improvised items have none. Forstalls and mechs also have a select number of Slots.

You can only occupy 1 Slot per upgrade type (Damage, Accuracy, Armor, Calibration, etc.). When it comes to Utility upgrades, you can attach as many as you have upgrade slots. For example, with a pistol and enough Scrap you could make a Short Range Damage upgrade and an Accuracy upgrade to fill its two available slots. However, you couldn't have both a Short Range Damage upgrade and a Long Range Damage upgrade since they are considered the same upgrade type. Learn more about Upgrades and their types later in this section.

SCRAP & KITBASHING

Scrap represents mechanical or electrical materials or components that can be combined to form useful equipment through a process called kitbashing. The whole is greater than the sum of its parts after all.

Scrap can take the shape of many things in this world such as a coil of copper wire, gears or cogs, pistons, hydraulics, sheet metal, bolts, dials and switches, power converters, circuit boards, and whatever else might be repurposed into something beneficial. Keep a tally of how much Scrap you have on the backside of your character sheet.

A TIP FOR THE WARDEN

Wardens ultimately rule whether a kitbashing idea is possible, what would be required to create it, and what downsides it may have. Players should be encouraged to be inventive, but within the realm of reason.

SALVAGING

Anything worth anything in the West can be salvaged for Scrap. Well, almost anything. If you come across something mechanical or electrical, roll with Intuition. If the Warden deems it successful, they will roll dice ranging from 1B to 6B to determine how much Scrap you are able to salvage from it. Anything you remove Scrap from is destroyed in the process.

ITEM TO SALVAGE	# OF DICE TO ROLL
Small or simple items, or a location with a low likelihood of containing Scrap.	1B - 2B
Medium or complex items, or a location with a moderate likelihood of containing Scrap.	3B - 4B
Large or complex items, or a location with a high likelihood of containing Scrap.	5B - 6B

A TIP FOR THE WARDEN

You decide what items are salvageable for Scrap and at what pace players should be rewarded. If the players attempt to search for Scrap too frequently or take Scrap from another westerner's property (like an operational mech), it's your responsibility to create consequences for their actions. You better believe that ol' man Barrett ain't gunna let you steal no parts from his prized Piper-class mech!

Bao Shen stumbles upon a recent wagon wreckage site and decides she wants to look around for something of value. The Warden requests an Intuition roll that results in 3 Hits–a success!

The Warden then tells Bao what she finds which includes a couple burlap sacks of flour and sugar, three candles, a rusty pistol, and 3B worth of Scrap. The three Black dice are rolled and Bao adds 2 Scrap to her character sheet, representative of the 2 Hits rolled.

MAKING REPAIRS

Scrap is often used to upgrade equipment but it can also be used for repairs.

To repair mechs, use 1 Scrap for every 1 Mech Health you would like to recover. This takes time and can't be done during combat. Don't have any Scrap? Visit a mech depot, should there be one nearby, and spend $2.00 for every 1 Mech Health.

If a Forstall is ever damaged, you can repair it using half the Scrap needed to build that model.

FOR MENDIN' WHAT BREAKS

Mech Repair Kits can be purchased to keep on hand or for rapid use during combat.

RANGED WEAPON UPGRADES

Ranged weapons have five different upgrade types: Damage, Accuracy, Optic, Melee Attachment, and Utility. Use the following descriptions and the Ranged Weapon Upgrades table to help inform your decisions about which upgrades to include on your firearms or bows.

CALL IT SOMETHIN' THAT MEANS SOMETHIN'

Players are encouraged to name and describe their upgrades beyond the type and function. Get creative and have fun coming up with an upgrade your posse will never forget.

Damage Upgrades

These upgrades improve the weapon's damage output, granting additional Black dice to either the weapon's Short Range or Long Range attack pool, but not both. Add 1B to the Short or Long Range dice pool for each upgrade level.

Accuracy Upgrades

These can be used to improve a weapon's accuracy. This type of upgrade allows a player to exchange Black dice for Gold dice, which can be assigned to either Short or Long Range. Change 1B to 1G for each upgrade level.

Optic Upgrades

These upgrades improve the player's ability to see their target, converting the number of rolled Hits into Aces. Convert one successful Hit to an Ace for each upgrade level starting at Level-2.

Melee Attachment Upgrades

These attachments secure an existing melee weapon to your ranged weapon. This takes up an upgrade slot but doesn't require Scrap to attach.

Keep in mind that a small melee weapon, such as a knife, may only take one weapon upgrade slot to be used as a bayonet at the end of a rifle. A larger melee weapon, such as a half-pike, would likely take 2 upgrade slots to be attached to the same weapon. The Warden has the final say on this matter. Additionally, the upgrade slots associated with that melee weapon become unusable.

When using the attached melee weapon in combat, refer to the melee weapon's dice pool and Grit cost. If an Eastling Arsenal Fixed-Blade was attached, you would spend 2 Grit and roll 1B1G when within Arms Reach of a target.

Utility Upgrades

These upgrades allow a player to attach an existing piece of equipment, a trophy, or another useful item that serves a different purpose to their firearm or bow. Like melee attachment upgrades, there is no Scrap cost for utility upgrades, but they do occupy 1 or sometimes 2 upgrade slots, depending on what the Warden allows. Some require batteries, in which case they would take up the aforementioned second upgrade slot.

You've recently acquired a bunch of Scrap from a fallen mech that you're itchin' to use to improve that not-so-glamorous Brig & Jones Model 910 rifle strapped to your back. You sit down under the shade of an oversized saguaro to kitbash a new upgrade, but an important question permeates in your mind–what kind of upgrade should you create?

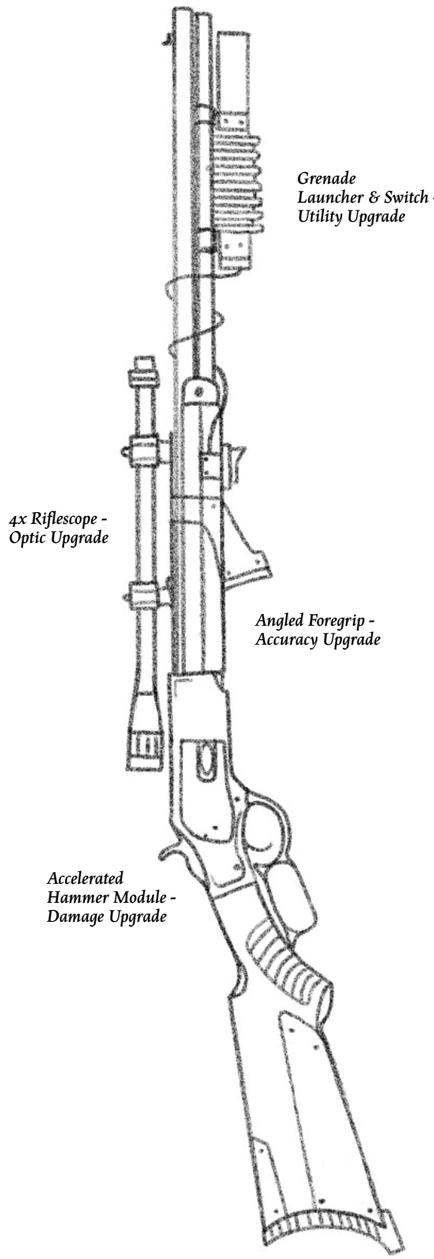
A Long Range Damage Upgrade favors the strengths of your rifle, but you've always dreamed of having an Optic Upgrade that could allow you to hit your targets in more lethal areas. Could be handy for those critical moments when you need your shots to really count.

Hands move skillfully as you make good use of the next hour turning Scrap into an oddly shaped but effective scope of your own creation.

Use the following table as a guide to create your own Ranged Weapon Upgrades. If kitbashing an upgrade from scratch, it will require a certain number of Scrap to make (with the exception of Melee Attachment and Utility upgrades). On occasion, you may run into someone who's selling upgrades of their own making. If that's the case, use the monetary costs column for each upgrade level. Level-1 upgrades are much more common than Level-2 or Level-3. You may never find a Level-3 upgrade being sold, but stranger things have happened in the West.

RANGED WEAPON UPGRADES

LEVEL 1	UPGRADE	SCRAP	COST
Damage	ADD 1B	6	$15.00
Accuracy	1B TO 1G	4	$10.00
Optic	-	-	-
Melee Attachment	-	-	-
Utility	-	-	-
LEVEL 2	**UPGRADE**	**SCRAP**	**COST**
Damage	ADD 2B	12	$30.00
Accuracy	2B TO 2G	8	$20.00
Optic	1 HIT TO ACE	15	$37.50
Melee Attachment	-	-	-
Utility	-	-	-
LEVEL 3	**UPGRADE**	**SCRAP**	**COST**
Damage	ADD 3B	24	$60.00
Accuracy	3B TO 3G	16	$40.00
Optic	2 HITS TO ACES	30	$75.00
Melee Attachment	-	-	-
Utility	-	-	-



Grenade Launcher & Switch - Utility Upgrade

4x Riflescope - Optic Upgrade

Angled Foregrip - Accuracy Upgrade

Accelerated Hammer Module - Damage Upgrade

MELEE WEAPON UPGRADES

Melee Weapon Upgrades have three types, including Damage, Precision, and Utility. Most melee weapons only have 1 or 2 upgrade slots, so decisions must be made.

Damage Upgrades

These upgrades improve the damage of the weapon's melee attack at either Arms Reach or when thrown up to Short Range. Add 1B to either the weapon's Melee or Short Range dice pool for each upgrade level.

Precision Upgrade

These can be used to improve the weapon's precision. Precision comes down to control, balance, grip, and even the material makeup of a melee weapon. These upgrades can be applied to either the melee or Short Range dice pools. Change 1B to 1G for each upgrade level.

Utility Upgrades

Attach an existing piece of equipment that serves a different purpose to your melee weapon. Doing so doesn't cost Scrap but still requires an upgrade slot. Utility upgrades cannot be used to attach additional weapons.

MELEE WEAPON UPGRADES

LEVEL 1	UPGRADE	SCRAP	COST
Damage	ADD 1B	6	$15.00
Precision	1B TO 1G	4	$10.00
Utility	-	-	-
LEVEL 2	**UPGRADE**	**SCRAP**	**COST**
Damage	ADD 2B	12	$30.00
Precision	2B TO 2G	8	$20.00
Utility	-	-	-
LEVEL 3	**UPGRADE**	**SCRAP**	**COST**
Damage	ADD 3B	24	$60.00
Precision	3B TO 3G	16	$40.00
Utility	-	-	-

TRAP UPGRADES

Trap gear items and improvised traps have two upgrade options, Damage and Status, but only 1 upgrade slot. This means you will have to decide which of the two upgrade types would be the best fit for what you have envisioned.

Some traps you can purchase will already deal damage or inflict a Status. For these specific cases, the damage or Status associated with them does not count towards its 1 upgrade slot. They will be more expensive and harder to find in stock but would allow a trap to both deal damage and inflict Statuses beyond its Trapped dice pool.

Damage Upgrades

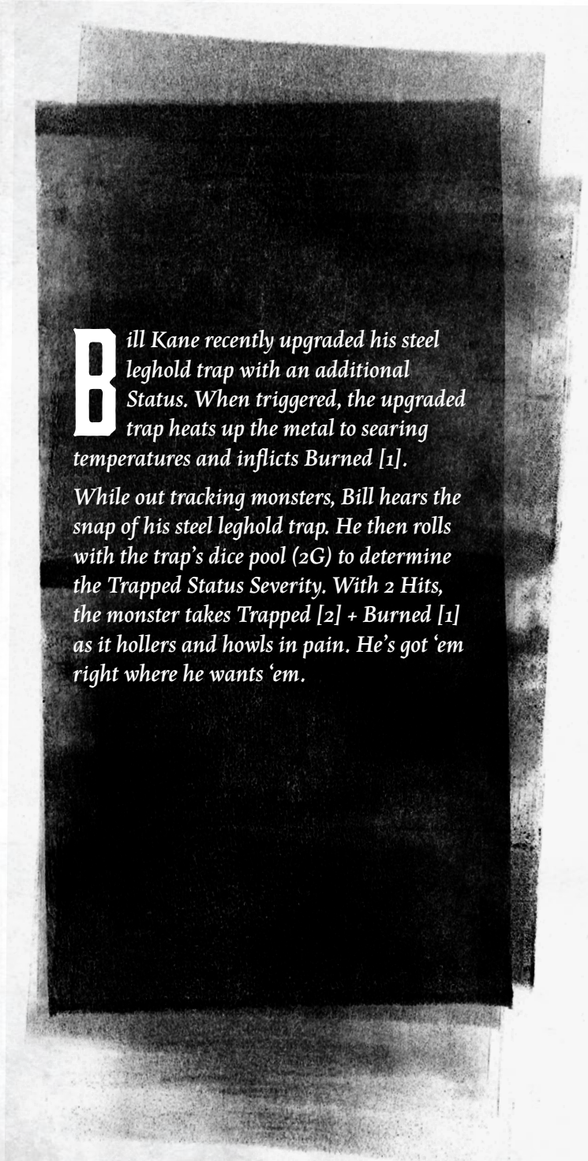
These upgrades deal an amount of damage in addition to the trap's standard Trapped Status. Add 1 damage for each upgrade level.

Status Upgrade

This can inflict a Status in addition to the Trapped Status. Choose from one of the following Statuses: Poisoned, Burned, Dazed, Electrocuted, or Trapped (if you want to increase its hold on an enemy). These extra Statuses only take effect if at least one Hit is rolled with the trap's dice pool. Add a Status with a Severity of 1 for each upgrade level. .

TRAP WEAPON UPGRADES

LEVEL 1	UPGRADE	SCRAP	COST
Status	SEVERITY [1]	5	$12.50
Damage	DAMAGE [1]	5	$12.50
LEVEL 2	**UPGRADE**	**SCRAP**	**COST**
Status	SEVERITY [2]	10	$25.00
Damage	DAMAGE [2]	10	$25.00
LEVEL 3	**UPGRADE**	**SCRAP**	**COST**
Status	SEVERITY [3]	20	$50.00
Damage	DAMAGE [3]	20	$50.00



Bill Kane recently upgraded his steel leghold trap with an additional Status. When triggered, the upgraded trap heats up the metal to searing temperatures and inflicts Burned [1].

While out tracking monsters, Bill hears the snap of his steel leghold trap. He then rolls with the trap's dice pool (2G) to determine the Trapped Status Severity. With 2 Hits, the monster takes Trapped [2] + Burned [1] as it hollers and howls in pain. He's got 'em right where he wants 'em.

FORSTALL UPGRADES

Forstall upgrades have four types to choose from: Sweeping Duration, Calibration, Battery Charges, and attaching a Crystal Burst Fuse. Depending on the size of Forstall, it will have either 2 or 3 upgrade slots available. Any Forstall that doesn't have the Crystal Burst Fuse upgrade isn't able to activate the Burst feature even if you have the proper crystals.

Sweeping Duration

These upgrades increase the amount of time a Forstall can Sweep. A Forstall's default operation time is 2 hours. Add 2 hours for each upgrade level.

Calibration

This can increase a Forstall's effectiveness when Sweeping. Change 1B to 1G for each upgrade level.

Battery Charges

These upgrades increase the Forstall battery's capacity. The default number of Charges a Forstall has is 2. Add 1 Charge for each upgrade level.

Crystal Burst Fuse

This upgrade is made up of the components necessary to activate the Crystal Burst Fuse feature in a Forstall. These crystals are consumed after each Burst.

FORSTALL UPGRADES

LEVEL 1	UPGRADE	SCRAP	COST
Sweeping Duration	4 HOURS	8	$20.00
Calibration	1B TO 1G	10	$25.00
Battery Charges	ADD 1	6	$15.00
Crystal Burst Fuse	-	-	-
LEVEL 2	**UPGRADE**	**SCRAP**	**COST**
Sweeping Duration	6 HOURS	16	$40.00
Calibration	2B TO 2G	20	$50.00
Battery Charges	ADD 2	12	$30.00
Crystal Burst Fuse	-	-	-
LEVEL 3	**UPGRADE**	**SCRAP**	**COST**
Sweeping Duration	8 HOURS	32	$80.00
Calibration	3B TO 3G	40	$100.00
Battery Charges	ADD 3	24	$60.00
Crystal Burst Fuse	-	-	-

MECH UPGRADES

Mech upgrades have seven different options to choose from: Health, Armor, Cover, Speed, Storage, Mounted Weapon Attachment, and Utility. Some upgrades may be limited based on the size of the mech; a town Forstall won't fit on a mech after all.

Health Upgrade

These upgrades increase a mech's Max Health. Add 5 Heath for each upgrade level.

Armor Upgrade

This improves a mech's Defense by adding armor to its structure. Add 1B to the Mech Defense dice pool for each upgrade level.

Cover Upgrade

This upgrade improves a player's Defense while in the mech. Add 1B to the Player Cover dice pool for each upgrade level.

Speed Upgrade

These upgrades increase a mech's movement speed with a max speed of Normal (1 Grit per Short Range). Reduce the Grit cost to move the mech by 1 for each upgrade level, starting at Level-2.

Storage Upgrade

This increases the number of Supply Slots on the mech by 1 for each upgrade level.

Mounted Attachment Upgrade

These upgrades allow players to secure an existing mounted weapon to the mech. This only requires an upgrade slot to attach, no Scrap necessary.

Utility Upgrade

This is a unique piece of equipment that fits the mech model, such as a spotlight, crane, drill, or Forstall.

Due to the size of mechs, you can't craft utility upgrades but must purchase and attach them. Characters could shop around towns to see if they can find someone who can build any inventive ideas.

If there is a small utility upgrade that the Warden agrees the character could reasonably create themselves, the Warden may allow the creation of the upgrade with a Scrap cost that the Warden decides.

MECH UPGRADES

LEVEL 1	UPGRADE	SCRAP	COST
Health	ADD 4	18	$45.00
Cover	-	-	-
Armor	-	-	-
Speed	-	-	-
Storage	ADD 1	8	$20.00
Mounted Attachment	-	-	-
Utility	-	-	-
LEVEL 2	**UPGRADE**	**SCRAP**	**COST**
Health	ADD 8	36	$90.00
Cover	ADD 1B	24	$60.00
Armor	ADD 1B	30	$75.00
Speed	1 LESS GRIT	16	$40.00
Storage	ADD 2	16	$40.00
Mounted Attachment	-	-	-
Utility	-	-	-
LEVEL 3	**UPGRADE**	**SCRAP**	**COST**
Health	ADD 12	72	$180.00
Cover	ADD 2B	48	$120.00
Armor	ADD 2B	60	$150.00
Speed	2 LESS GRIT	32	$80.00
Storage	ADD 3	32	$80.00
Mounted Attachment	-	-	-
Utility	-	-	-

SWAPPIN' PARTS

Upgrades can be moved from one weapon to another. This goes for trap, Forstall, and mech upgrades as well. There is no Scrap cost associated with detaching and reattaching an upgrade except for an hour's worth of time per upgrade. This cannot be done during combat. So, the next time you find an interesting upgrade on your fallen enemy's gun, consider either keeping it on that weapon or moving it over to your own. Upgrade limitations per type still apply.

UPGRADES FOR PURCHASE

UPGRADE NAME	APPLICABLE ITEM(S)	LEVEL & TYPE	DESCRIPTION	COST
Overcharge Chamber	*Rifle, Shotgun, Pistol*	*L1 Damage (Long Range)*	*A fortified firing mechanism that briefly stores additional pressure behind each round using a secondary ignition delay, allowing more force to build before release.*	$15.00
Heavy Draw Lever	*Bow*	*L1 Damage (Short Range)*	*Increases draw resistance at the start of the pull, allowing the bow to store significantly more potential energy without requiring constant full-arm tension.*	$15.00
Kickguard Stabilizer	*Rifle, Shotgun, Pistol*	*L1 Accuracy*	*A reinforced assembly that cushions some recoil from the firearm.*	$10.00
Nocklock Harness	*Bow*	*L1 Accuracy*	*Uses a tension-controlled cradle to hold the arrow at a consistent angle and depth along the string, ensuring uniform release mechanics every time the bow is drawn.*	$10.00
Rangefinder Lens	*Rifle, Shotgun, Pistol, Bow*	*L2 Optic*	*A dual-focus optical system that compares the angle between two points of visual input to calculate precise distance to a target.*	$38.00
Electrified Bayonet (battery required)	*Rifle, Shotgun, Pistol*	*Melee Attachment*	*An Eastling Arsenal Fixed-Blade (2 Grit) with red and black wiring bringing strong electrical currents to the tip. Inflicts the Electrocuted Status with a Status Severity equal to the attached battery in addition to the damage dealt by the weapon.*	$8.00
Charged Holster (battery required)	*Rifle, Shotgun, Pistol*	*Utility*	*Using the ranged weapon's Grit cost, fire up to six Electrified Rounds per combat encounter at a Status Severity equal to the attached battery. The electrical charge is lost after shooting the sixth round.*	$68.00
Dart Launcher	*Rifle, Shotgun, Pistol*	*Utility*	*Spending 3 Grit, shoot either Poison darts or Tranquilizer darts up to Short Range (2B) and inflict the appropriate Status; no damage.*	$18.00
Grenade Launcher	*Rifle, Shotgun, Pistol*	*Utility*	*Spending 4 Grit, launch grenades up to Long Range.*	$25.00
Heartbeat Sensor	*Rifle, Shotgun, Pistol, Bow*	*Utility*	*Detect nearby monsters at a Range equal to the Range of the Forstall + 1 Short Range. The Forstall must be in Sweeping mode to operate.* *It both audibly and visually beats faster as the Forstall comes closer to a monster (the audio may be muted if desired).*	$8.00
Serrated Edge	*Melee*	*L1 Damage*	*The weapon's edge is manipulated with extra teeth to leave gaping wounds.*	$15.00
Rubber Grip	*Melee*	*L1 Precision*	*A stronger hold on the weapon allows for more calculated blows.*	$10.00

UPGRADES FOR PURCHASE

UPGRADE NAME	APPLICABLE ITEM(S)	LEVEL & TYPE	DESCRIPTION	COST
Hooked Whip	*Melee*	*Utility*	*A three-pronged hook kitbashed to the end of a whip that allows the user to easily grabs on to a tree branch, moving train, or more.*	$6.50
Thermal Governor	*Forstall*	*L1 Sweeping Duration*	*A closed-loop heat exchange system that prevents overheating and allows the Forstall to remain active in Sweep mode for longer without destabilization.*	$20.00
Oscillation Modulator	*Forstall*	*L1 Calibration*	*A device that helps regulate the frequency and amplitude of energy waveforms emitted during the Forstall's sweep, thus minimizing interference.*	$25.00
High-cap Cell Array	*Forstall*	*L1 Battery Charges*	*A stacked configuration of battery cells connected in parallel, increasing total charge output without overloading individual cells.*	$15.00
Crystal Burst Fuse	*Forstall*	*Crystal Burst Fuse*	*A fuse box that transfers Kurtz energy through a crystal to deliver a powerful surge to a specified monster within range.*	$55.00
Collar Brackets	*Mech*	*L1 Health*	*Massive ring-shaped reinforcements installed at major load points to absorb and redistribute kinetic force.*	$45.00
Canopy Grating	*Mech*	*L2 Cover*	*An industrial grating set overhead like a slotted sunroof. Great for keeping an eye on enemies while improving protection for those riding in the mech.*	$60.00
Skidplate Paneling	*Mech*	*L2 Armor*	*A set of ridged metal panels positioned at sharp angle beneath and around the mech to help deflect direct attacks.*	$75.00
Double Helical Gears	*Mech*	*L2 Speed*	*High-load, high speed gears with two opposing helix angles.*	$40.00
Hitch Cargo Carrier	*Mech*	*L1 Storage*	*A spare platform that hitches to the back of the mech using reinforced steel.*	$20.00
Giant Harpoon	*Mech*	*Mounted Attachment*	*A modified Compound Ballista that also inflicts Trapped [3] on the target. It's tethered at a pivot point and can be drawn in one Short Range distance closer by spending 3 Grit.*	$136.00
Upright Jack	*Mech*	*Utility*	*A mechanical arm that makes it easier to right a toppled mech. Instead of trying to figure out how to restore a mech to its upright position, simply spend 4 Grit to operate the jack and let it do the job for you.*	$110.00

HORSES & MOUNTS

It's like they say: you can lead a horse to water, but you can't make it drink. Well, it's even harder to convince it to carry you.

Horses both originated and were imported to the West. Even the imported horses roam free and multiply across various landscapes.

A horse has its own 12 Health. Unless the horse is being purposefully targeted by an attack, the attack affects only the rider. However, attacks affecting a targeted area will also affect the horse. A horse would only attack due to a Hostile bond or in defense of itself. In that situation, it spends 3 Grit and deals damage equal to 3G rolled by the owner or Warden. You cannot command your horse to attack.

If a horse takes damage, their Health can be restored completely by spending a night back in town. They can also recover some Health through any First Aid items just as a character would.

RIDING HORSE

HEALTH	DEFENSE	SPEED
12	-	Fast

CHARM	FINESSE	INTUITION	NERVE
3B	2B	3G	2B2G

ABILITIES

Revered Bond. Once a Revered Bond has been reached between the horse and its rider, the rider gains a specific ability associated with the horse breed. This ability can only be accessed while riding the horse.

Pack Animal. Gain one or two additional Supplies slots depending on the horse breed. The horse must be broken to gain the benefits of this ability.

ATTACKS

POWER KICK

Arm's Reach

Grit: 3 Damage: 3G

BUCKIN' BRONCO

A person must be mounted on the horse for this attack to be used.

Arm's Reach

Grit: 3 Damage: 1G

QUICKER IN A SADDLE

When riding a horse during combat, your movement is doubled for each Grit spent. For example, you can spend 1 Grit to move 2 Short Range distances. Additionally, you cannot take the Aim or Dodge Actions while riding a horse, unless specified by the horse's special ability.

HORSE BREEDS

Horses come in all shapes, sizes, and skill levels. Some are human-bred work animals and more commonly found or sold abroad, while others are more rare, wild, and breed naturally.

There are a number of horse breeds found in the West, but you can always introduce your own should it not appear on this list. Swap out a horse's stats and abilities for the one you would like, or create your own from scratch.

Refer to the table below for a horse's Breaking Point and Bond Ability.

HORSE BREED	BREAKING POINT	REVERED BOND ABILITY
American Quarter Horse	6	*No additional ability. Standard breed.*
Paint Horse	7	*Add 1B to Charm rolls when mounted.*
Appaloosa	8	*Add 1G to Charm rolls when mounted.*
Morgan	9	*Able to take the Aim Action while mounted.*
Thoroughbred	10	*Able to take the Dodge Action while mounted.*
Clydesdale	11	*Add 1G to Nerve rolls when mounted.*
Arabian	12	*Gain 1 Grit during combat (2x per day).*
Spanish Mustang	13	*Able to take the Aim and Dodge Actions.*

American Quarter Horse

A popular choice among the working class, the American Quarter Horse is stocky, strong, and well-tempered. They are bred for a wide range of activities but are most utilized for ranch and cattle work. If you can't find this breed for hire or sale in a western town, you're not looking hard enough. They are the most affordable of the horse breeds and the easiest to break should you stumble upon one while trekking about. These are strong and reliable companions for tenderfoots starting their journeys.

Appaloosa

This breed is distinct and easily identifiable because of its spectacular spotted pattern, usually covering the back half of its coat. They captivate the attention of any westerner as they are less commonly found near settlements of any kind. Known for their attractive appearance, intelligence, and loyalty. Should you encounter one of these rare beauties, it may be worth your time and energy to befriend it.

Arabian

A lighter, leaner horse imported from across seas, the Arabian is highly sought after for its endurance, intelligence, and distinctive appearance. Being long and slender, it can run long-distances with astonishing stamina and can withstand harsh desert heat when other horse breeds would need to stay shaded at the watering hole. It's not very likely that you'll find this breed for sale in the West unless you know where to look. You might be better off trying to tame a wild Arabian even with its free-spirited temperament.

Clydesdale

Iconically known for its immense size and strength, this feather-legged draft horse is a rare find indeed. The Clydesdale may dwarf other horse breeds, but they have a calm and gentle personality that makes them desirable to anyone looking to haul heavy loads of minerals, timber, or Scrap. If you cross paths with a Clydesdale, be sure to respect its personal space. You can thank us later.

Morgan

Morgans are one of America's oldest and most versatile horse breeds. They are a well-balanced jack-of-all-trades, excelling in a variety of skills including farm work, show events, cavalry, and transportation. Once broken, this breed has a strong desire to bond with its rider, no matter how inexperienced that rider may be. Because of their popularity, Morgans are more expensive to purchase, but you may get lucky stumbling upon one or two in a wild herd.

Paint Horse

The Paint Horse stands out from other common breeds due to its unique coat patterns that resemble splotchy paint strokes on a white canvas. It's considered beautiful by many westerners, turning heads and drawing eyes as it trots into town. But don't let its beauty distract you from its brawn. The Paint Horse is stocky, muscular, and can sprint at high speeds for short distances. It's calm and fairly trainable, should it already be tamed from its time running wild.

Spanish Mustang

The Spanish Mustang is a strong-willed but fiercely loyal breed. It's hardy, athletic, and intelligent, making it an ideal horse for many monster-hunting westerners. This breed will be hard to find in any stable or trading post, but it's even harder to tame. They won't give up their freedom easily, but on the off chance that they do, you'll have a friend for life. Sure hope no bandits get their hands on this horse's reins.

Thoroughbred

A common horse breed among wealthy westerners is the Thoroughbred, made famous because of its athleticism in horse racing. However, they are an excellent breed for long distance riding and hunting as well. You can thank its tall, lean build and high energy levels for that. Thoroughbreds are commonly found and bred like its cousin the American Quarter Horse, but because of its pure bloodline, it will cost you quite a bit more at the town's market.

LEGENDARY STEEDS

Consider yourself the luckiest person alive should you behold one of these legendary steeds. Then imagine the insane amount of luck one would need to break it and ride it.

The Firemane

Rumored to live somewhere in The Burning Mountains, the Firemane is an elusive black stallion with a long flowing mane of unquenchable fire. Its bushy tail also burns with the same red-hot flames and is said to have been the cause of many wildfires in the area.

Other evidence attempting to prove its existence include a miner's sample of scorched hoofprints embedded in a natural granite slab, and a hunter's testimony of flames galloping across the ridgelines at night near their camp. One can't be sure of the validity of such claims, but in a world of massive monsters, anything is possible.

Silver Mysthorn

Twilight is the best time to spot a Silver Mysthorn, especially when the moon is full and calling to the playful creatures. They can't resist flaunting their shimmering coat and single-spiral horn under the lunar rays. It's no wonder there have been numerous sightings all across the west.

Some people have even made it their life's mission to discover and document these majestic horses, but no one has ever been successful in capturing one yet. It's said that if you happen to kill one, it'll dissolve into a silver mist, blowing away in the breeze. No tangible evidence will be left behind. At least, that's what conservationists say to deter potential poachers.

Winged Pinto

Tales of a pinto-patterned horse with wings spread across the country faster than a wind-blown spark on the Great Plains. A credible journalist named Everly Brown claimed to have seen one flying over Dodge in broad daylight. Her article was published on the front page of every eastern newspaper, but instead of being praised for her discovery, she was mocked and ridiculed saying how the West has driven her mad. No one believed her. Eventually, she fled town vowing only to return when she could fly on the back of the Winged Pinto. It's been nearly eight years since Everly left.

THE WHOLE LOAD

Every horse gives you one additional Supplies slot. The Clydesdale breed gives you two additional slots. You must be within Arm's Reach of your horse to access their Supplies slot.

LEGENDARY HORSES	BREAKING POINT	REVERED BOND ABILITY
The Firemane	14	*Gain 2B to Nerve or Finesse rolls attempting to relieve the Burned Status. No additional Grit necessary.*
Silver Mysthorn	14	*Add 2G to Charm rolls when mounted.*
Winged Pinto	15	*Enjoy the gift of flight and aerial combat!*

OTHER MOUNTS

In the Wild Imaginary West, settlers have not yet learned how to have other animal or monster mounts. That said, player characters can have other mounts in the game if the Warden allows. Use similar rules to what is above and agree on what the creature's benefits and limitations would be. Savage monsters should be harder to break than a horse.

HORSE BONDS

The bond between a horse and its rider can make all the difference in a survival situation. Much like one's relationship with humans, if it's lacking, you're going to experience a lot more headache and trial. But if it's healthy and strong, you'll have each other when a monster comes snappin'.

HOSTILE

A horse is only hostile towards you if you intentionally hurt it. The horse may actively attack you if you come near it. Do better.

SUSPICIOUS

An untamed or mistreated horse is suspicious towards you. The horse will seek to flee from you if you don't make an effort to calm it. If you mount the horse, it will try to buck you off. See the "Breaking a Horse" section below.

NEUTRAL

The horse has accepted you as its rider... for now. Any recently tamed, stolen, or purchased horses will typically have a neutral bond with their riders. It won't try to escape or buck you off, but it's not quite the "loyal" steed you hope for.

HELPFUL

The next stage in trust and friendship. A helpful horse is obedient and loyal, answering quickly when you call to it.

REVERED

By caring for your horse, it develops a strong adoring relationship with you. When you've achieved a revered bond, you may access the breed's special ability while mounted on it. Should your bond ever become anything less than Revered, you immediately lose access to this ability.

IMPROVING YOUR BOND

You can improve your bond with the horse over time and through experience riding together. The Warden has the authority to determine when the bond goes up or down, but here are some guidelines to consider:

- Have the horse and rider spent enough time to sincerely deepen their relationship?
- Have they experienced highs and/or lows that would further or hinder trust?
- Have they reached any important milestones that would influence their bond for better or worse?

If the Warden can answer "yes" to any of these and if the moment seems appropriate in the story being told, they can promote or demote a player's bond with their horse.

BREAKING A HORSE

There are few things in life that require your whole being to overcome. The will to live when Health is gone, surviving a High-Noon Duel, and breaking a horse are three examples players may be confronted with in the West. When breaking a horse, here are the three steps to follow:

STEP 1

Mount a wild horse. It's easier said than done.

STEP 2

Roll all four of your Skills one by one as the horse attempts to resist your desires to break it.

STEP 3

Total the number of Hits and compare the result to the horse breed's Breaking Point. If this total meets or exceeds that breed's Breaking Point, the horse has officially been tamed and you can call it yours! If it's anything less than the stated Breaking Point, the horse remains suspicious and unrideable. It may even buck the rider off and run away, never to be seen again.

It's important to note that mounting a wild horse can be a team effort, but breaking a horse is an individual rite of passage. It's about the bond between one horse and one rider. A purchased, gifted, or stolen horse does not need to be broken. Wild horses of any breed remain Suspicious and unrideable until tamed.

A BODY WITHOUT A HORSE IS ALREADY HALF-DEAD.

HOW TO BREAK A HORSE

PLAYER: After the wild Appaloosa takes the apple, I'm going to hurry and jump on its back while it's distracted.

WARDEN: Okay, with the 4 Hits you rolled earlier, you slip off to the side and jump onto its back, but it immediately begins to panic and move about frantically. You try to calm it down by stroking its shoulder and speaking in direct but hushed tones. Roll with Charm.

PLAYER: That's 2 Hits.

WARDEN: It's noticed your non-threatening demeanor, but it still doesn't like the fact that you're on its back. It starts to buck. Roll with Nerve to see if you can hang on.

PLAYER: My highest skill is Nerve so this better be good. Yes! That's 4 Hits with the Spurs that I re-rolled.

WARDEN: Nice! You hold on tight to its long brown mane until the bucking stops, then try to perceive what it's about to do next. Roll with Intuition now.

PLAYER: Oh no, they're both Blanks!

WARDEN: This horse isn't like any other you've ridden thus far in your expedition. It begins to take off, running like the town drunk in a crazy zig-zag pattern. You do your best to steer the horse and keep it under control. Roll with Finesse.

PLAYER: 2 hits. Gotta love rolling an Ace! But is it enough to break the horse?

The warden adds up all the Hits: 2+4+0+2 = 8.

WARDEN: The horse slows down to a trot as you realize it's submitting its will to your commands. You tug left. It turns left. You tug right. It follows. The beautiful steed stares back into your eyes, and you know you've done it. It's yours to keep.

PLAYER: Wahooooo! I'll call her Estrella.

Warden: Love it. You and Estrella now have a Neutral Bond. When your bond increases to Revered, you'll get +1G to Charm rolls while riding her. Congratulations!

Location:
Big Sky Territories, near the Missouri River

5

ROAM THE FRONTIER

In this alternate history, many things were affected by the monsters. Western settlement was slow and dangerous. Some industries were ripe for the situation while others failed. Nevertheless, the desire to settle the West was strong as people sought their own land, freedom, and adventure.

INVENTION'S FRONTIER

In 1876, at the Centennial Exposition in Philadelphia, the young and bright Thomas Edison unveiled a new invention to the world that would allow safe travel and settlement in the West. The device, named a Forstall, created specific frequencies to repel monsters, without harm to humans. His company sought to prove the many safe uses of electricity but were met with fear mongering from companies that provided or utilized steam power. Especially for the U.S.A. Railroad Co., the cost to develop and adopt electricity seemed far too great in the short term. As a result of propaganda, the public spoke with increasing skepticism of the newly harnessed power: "It's a power that man has no business meddling with!"

As Edison prepared his rudimentary Forstall for the Centennial Exposition, one of Edison's assistants was paid by the steam companies to privately sabotage the demonstration. The event was going smoothly until the primary power generator suddenly malfunctioned and exploded in flames. A nearby fire truck attempted to put out the fire, but Edison's secondary generators were still running strong, causing all the water being sprayed by the trucks to become electrified. During the disaster, Edison was killed along with his assistants. Many of the attendees in the crowd died as well, including members of influential families. In the wake of the tragedy, electricity was deemed unsafe for common use and banned by the U.S. government. The police tried to take Edison's blueprints into custody, but luckily, one of Edison's closest friends managed to get the blueprints for the devices and fled. In secret, the friend continued Edison's work and gathered a community of people who wanted to advance the technology, so they headed west.

Out in the West, the technology was developed by and for cowpokes, outlaws, miners, hunters, frontiersmen, and more. The inventions would be used for travel, protection, and firepower. The Forstall and mechanized wagons became especially valuable among these inventions.

The East settled deeper into its steam infrastructure and continued to spread the terrors of electricity. Even in the West, those employed by Eastern companies, such as the U.S. Railroad, are still fearfully opposed to the use of electricity.

The Forstall is still an imperfect and developing piece of technology, but towns have been safely established in the West now as a result. The journeys between towns are still often treacherous.

MONSTERS WANTED

Decades have passed since the terrible event at the Centennial Exposition. Trails have been blazed and towns settled. Trading is common, but the transportation of goods is dangerous. Nearly every Town, every business, and every person in the West has a need for a monster hunter, or several.

Monster hunting has become heroic and even legendary. There is no shortage of violent beasts. Most are the size of a human and often much larger. If you're unlucky enough, you may even see a Titan.

These beasts are often motivated by hunger, defense of their territories, or fear of what they don't understand.

DANGEROUS LANDS

The geography of the West is strange and often inhospitable. The American West begins at the Mississippi River, which is many miles wide and home to large beasts that swim or slither, and ends at the beautiful and balmy Isla California.

Take a look at the map in the front of this book to familiarize yourself with its terrains. Refer to the Monsters section later for ideas of what exists in the different regions.

Throughout the West are plains, forests, mountains, lakes, rivers, and deserts. Each has their own dangers

The Mississippi River is still highly risky due to the vicious monsters beneath. Forstalls are not effective towards anything underwater, so there is little protection while crossing. Crossing is typically done by large riverboats. Other large rivers such as the Missouri have a similar danger.

Northern Utah is covered by the great Lake Bonneville between the densely forested Rocky Mountains and Oquirrh Mountains. When the snow on the mountains melts, the lake can be over 1,000 feet deep.

The Yellowstone Volcano is dormant, but leading researchers are certain it will erupt again in the next century. The surrounding geysers and pools reek of sulfur, and the heat can feel overwhelming in the summers.

Anyone who has gone far enough to explore Isla California hasn't come back uninjured. Maps of the island are only approximations observed from afar. Terrible roars can be heard from its thick jungles. The government has commissioned a new explorer's group that will hopefully bring back opportunities for others soon.

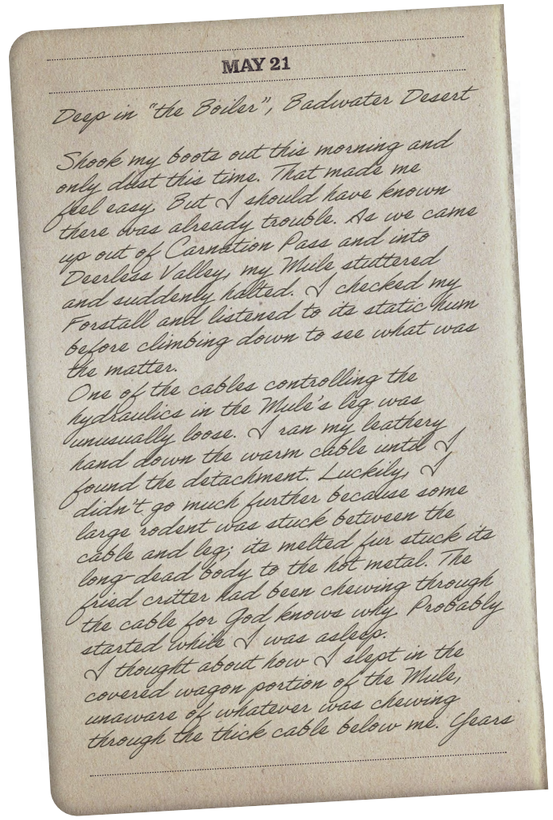
MECHANIZED WAGONS

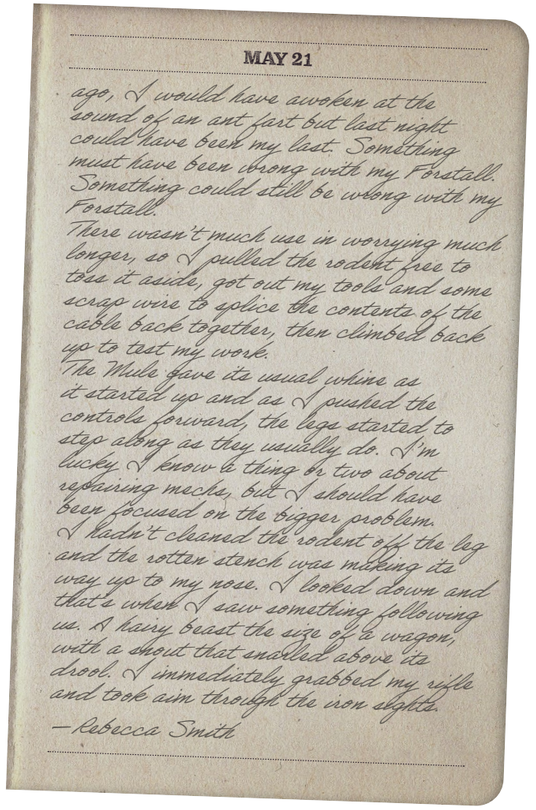
After the creation of the Forstall, the second major key to unlocking deep exploration of the West was the invention of the mechanized wagon. Wheeled wagons and stagecoaches are limited to roads, and horses and pack mules (while helpful off-road) can only hold medium-sized Forstalls and are often a draw for larger predators. "Mechs", on the other hand, have higher weight capacities, can handle challenging terrain, and act as mobile protection for their drivers.

No two mechs in the West are identical. While core components are the same from machine to machine, each mech takes on unique design features to meet the needs of its owner.

Because of their highly personalized nature, everyone who takes on ownership of a mech is also likely the best-equipped person to fix it. Everyone with a mech knows the basic principles for how to keep it up and running.

It's also highly disputed who should be credited as the inventor of the mechanized wagon, but the idea came out of a tipsy conversation between a group of mechanics and prospectors at a saloon in Colorado Springs.


MAY 21
Deep in "the Boiler", Badwater Desert
Shook my boots out this morning and only dust this time. That made me feel easy. But I should have known there was already trouble. As we came up out of Carnation Pass and into Deerlisa Valley, my Mule stuttered and suddenly halted. I checked my Forstall and listened to its static hum before climbing down to see what was the matter.
One of the cables controlling the hydraulics in the Mule's leg was unusually loose. I ran my leathery hand down the warm cable until I found the detachment. Luckily I didn't go much further because some large rodent was stuck between the cable and leg; its melted fur stuck its long dead body to the hot metal. The fried critter had been chewing through the cable for God knows why. Probably started while I was asleep.
I thought about how I slept in the covered wagon portion of the Mule, unaware of whatever was chewing through the thick cable below me. Years


MAY 21
ago, I would have awoken at the sound of an ant fart but last night could have been my last. Something must have been wrong with my Forstall. Something could still be wrong with my Forstall.
There wasn't much use in worrying much longer, so I pulled the rodent free to toss it aside, got out my tools and some scrap wire to splice the contents of the cable back together, then climbed back up to test my work.
The Mule gave its usual whine as it started up and as I pushed the controls forward, the legs started to step along as they usually do. I'm lucky I know a thing or two about repairing mechs, but I should have been focused on the bigger problem. I hadn't cleaned the rodent off the leg and the rotten stench was making its way up to my nose. I looked down and that's when I saw something following us. A hairy beast the size of a wagon, with a snout that snaked above its drool. I immediately grabbed my rifle and took aim through the iron sights.
—Rebecca Smith

NOTABLE TOWNS

Towns with the largest growth are along the main railroad line. Their growth has been very limited due to the troubles they face in creating reliable supply lines. These towns include St. Louis, Omaha, Wichita, Dodge, Colorado Springs, Montrose, St. George, and San Francisco.

Most Factions are present in each city with very few holding dominant control. The closer civilization is to the Mississippi River, the more the population still holds on to Eastern ideals; including a fear of electricity and a reliance on steam power.

Between and around each of these towns are settlements, outposts, and homesteads of various sizes. The Warden can help to fill in other destinations during the characters' travels. See page 200 for a helpful resource.

Each town plays a distinct role in shaping the spirit of the Wild West. Some of the notable towns include:

St. Louis

"The Gateway to the West" and the last city before the frontier. Anyone seeking safe passage from the East to the West crosses the wide and deadly Mississippi River on large steamboats to the bustling hub of St. Louis on the western banks. All trade between the East and West flows through here. The U.S. Railroad controls its western operations from their headquarters in St. Louis beneath smokestacks that tower above the church steeples. The whistles, huffs, and white clouds of steam-powered devices fill the air.

The train station of St. Louis is particularly impressive and a sort of cathedral to the industrial progress of the era. A large clocktower stands watch as steam locomotives enter and exit in puffs of smoke to gather passengers and resources. A large sign hangs over the entryway that says, "To Unify the Nation!", a promise yet to be fulfilled.

Forests and floodplains from the rivers surround the city, teeming with wildlife. The critters mostly keep to their own habitats unless provoked or particularly tempted by their hunger. Fortifications have been built around the city to prevent monster attacks and city guards patrol the perimeters. But the riverside is notably more difficult to protect and the river's inhabitants have been known to occasionally slither ashore in search of their next meal.

Port Kansas

Port Kansas is a small shipping town built on tall stilts in the middle of the wide Missouri River. The water levels can vary greatly which is why the town is built where it is deepest for boats to easily access. Traders, fishers, and other laborers call Port Kansas home but rarely live on the town's docks themselves; rather commuting in from their homes on dry land. The Tulos Mob frequently sends smugglers through Port Kansas and pays any lawmen to look the other way.

Being located closer to the East than the West, Port Kansas maintains Eastern ideals similar to St. Louis, generally disagreeing with the use of electricity. But by being much smaller than St. Louis, this port town has less enforcement of those ideals. Those that do care about them, seem to care a lot though.

Eureka Ridge

Tucked deep in the Ozarks, Eureka Ridge is a secluded mountain town where tall stone houses are built precariously among the dense forest trees. Morning mists, winding walkways, and rusty metal scaffolding add a subtle feeling of mystery to the town, especially between dusk and dawn when the forest comes to life with nocturnal monsters. At the highest peaks, watchmen keep round-the-clock vigil from rickety towers, ever on the lookout for Ozark Howlers. Each tower has a humming Forstall, but when one or more of them break, the town experiences a surge in monster attacks.

Fortunately, and unfortunately, the people of the town hired The Rosewood Security Agency to add more firepower in these circumstances. When they're not shooting at monsters, they're being called "monsters" behind their backs because of their overzealous involvement in the town's operations. In the past decade, the rich fur trappers funding the Rosewoods stopped paying them to see if that would get them to go away, but no, they dug their heels and took more control.

Lafayette

Only the bravest souls journey south to the town of Lafayette and only the craziest stay. It's bayou country, which means learning to live with a whole new breed of terrifying monsters. A maze of boardwalks and bridges winds through the cypress roots, with flatboats gliding freely beneath. Locals prefer boats over walking. They move faster through the swampy terrain and can carry larger Forstalls for protection–not against the aquatic species, but at least against the massive bullfrogs and cottonmouths that terrorize this part of the world. If you ever make it to Lafayette, be sure to try its palette of diverse cuisine packed with spice, soul, and flavors perhaps worth dying for.

Bandera

Tucked into the rolling hills and winding canyons of the southern frontier, Bandera was built as a secluded hideout for outsiders seeking space and freedom. Because of this, it became an ideal place for members of the Frontier Conservation Society and The Iron Sights. It's such a small and surprisingly quiet town, aside from the occasional quarrel between the two Factions, that you may not even notice its cabins and stables if passing by. The only giveaway would be the long fence of Forstall Repeaters that surround a single vast pasture of cattle and their managing ranch hands. Rock Crawlers on the cliffs, Terror Birds in the valleys, and Chupacabras at night are continuous threats to this town's survival. Good thing the people of Bandera are tough as the stone it's built on.

Dodge

If you're looking for trouble, you'll find it in Dodge. The saloons outnumber churches ten to one, and most disputes are settled over a hand of cards or the draw of a pistol. Gunslingers, gamblers, and outlaws flood the streets day and night, making Dodge one of the rowdiest and most dangerous towns this side of the plains. It's also a major stop for millions of cattle driven north across the prairie, their immense herds fueling the town's economy and feeding its chaos. Bison hunters, leather traders, and all manner of dust-covered wanderers come here looking for fortune or a fight. Just don't expect law and order, because this place is lawless and free!

Deadwood

Perched between the Black Hills and the barren stretch of Badlands, Deadwood is a boomtown forever on the brink. Gold in all its abundance flows freely here, drawing people in from all corners of the continent, especially the feared Tulos Mob. The highly sought-after mineral feeds the frivolous lifestyle of the townsfolk in Deadwood, spending their downtime in saloons and trade houses. The deeper the mines go, the stranger things get. The Prospector's Guild runs most of the mining operations, using massive mechs with drills and scoops to dig away at the rocky soil.

Folks say the hills are haunted, the shafts cursed. Some speak of giant spiders that build glimmering webs in active tunnels, or of slimy grubs that burst through walls to snatch at miners. Others swear sasquatches roam just beyond the campfires. Whether it's the truth or just ghost stories passed between pickaxe swings, one thing's for sure... Deadwood's riches always come at a price, and not all of it's paid in gold coins.

Santa Fe

In the dusty arid lands of the southwest lies the town of Santa Fe. The sunbaked adobe buildings blend in seamlessly with the sepia background. Red ceramic tiles cover the roofs, ornate woven banners line the streets, and stained wood walkways border the storefronts. It's the last sustainable town before entering the unforgiving Badwater Desert. Even though you won't see many travelers here, it's home to a stunning number of desert dwellers and a mix of rich cultures.

Santa Fe is not for the weak. The town regains its life each spring while seasonal water flows through the Santa Fe River, but the intense summer heat dries up them riverbeds faster than spit on a griddle. If lucky, underground aquifers will be filled enough to sustain life until next year. Let's just hope they ain't filled with no Silver-Ringed Octopuses like the other season. Nearly lost a third of the town to that slippery varmint.

Gunnison

Gunnison is a rugged mining town, where silver and coal fuels its economy and harsh winters test the resolve of its residents. Tucked in a high mountain valley, the town is surrounded by dense pine forests and steep ridgelines that trap the cold or heat, depending on the season. Everything here runs on what comes out of the earth. Miners work deep shafts by lantern light, gambling their lives with precarious timber sets and burrowing monsters. Foundries and smelters belch black smoke across the wooden facades of the town buildings while the scent of soot forever permeates the air from everyone's clothes. You don't come to Gunnison for comfort. You come to work and carve your fortune out of the mountain.

East Portal

Clinging to the sheer walls of the Black Canyon, East Portal is a town positioned above the roaring Gunnison River, where multi-story buildings are anchored into rock. Originally built to support a massive water tunnel project funded by The Railroad Company, the town's purpose shifted when prospectors struck an underground chamber rich with gems, metals, and tunnels leading deeper into "The Dark". The Railroad tried to keep the discovery quiet, but word spread fast and East Portal exploded into a hub for treasure-seekers, outlaws, and opportunists. It became the centralized hub of the West.

Fort Laramie

One of the last major towns before reaching the unsettled lands of the Rockies and beyond. It was originally founded as a small base camp for trappers and hunters but quickly became a popular hotspot for anyone looking to barter and trade furs and technological upgrades. You won't find no government or railroad workers here, mainly because the Hogwilds chased them out before they could even pitch a tent. Tall log walls form a protective perimeter around a cluster of rugged trading stalls, bunkhouses, and smoke-stained barracks built from river stone and pine. Every so often the townsfolk will hear the sharp warning sounds of monster bells, indicating that a curious highland monster approaches and to be on their guard. This place ain't for the light hearted.

Bonneville Harbor

Blowing inland towards the northeast side of Lake Bonneville, salty air clings to the rooftops, railings, and floating docks of Bonneville Harbor. This town was initially settled by pioneers with a towering church at its center, but it now supports a bustling trade port of diverse people and cultures. Wind, steam, and electric powered ships carry crates of smoked fish, brined meats, dried fruits, sea salt, and rare minerals to the surrounding desert towns including St. George to the south. These rare minerals are essential to the production of Forstalls, mechs, and other electrical parts.

With the Rocky Mountains at their backs, alpine monsters can be equally as threatening as the giant beasts that lurk deep within the lake. And while the harbor may appear orderly at first glance, it's clear not all ships flying flags on the water are welcome.

San Francisco

Built on cliffs that look westward across the churning waters of the Baja Strait, San Francisco is the last patch of solid ground before the unknown expanse of Isla California. The weather here has a mind of its own. Howling winds, sudden downpours, distant quakes, and ocean surges crash against the stone piers without warning. Streets are built with drainage in mind, rooftops are shingled in heavy steel, and harbor watchmen sleep with one eye open.

No one knows what lies across the Baja Strait, besides the shores that were mapped from afar. Expeditions have been sent onto the island (some official, some desperate), but none have returned in their right minds. Still, new crews line up at the edge of the world, betting everything they have that they'll be the first to set foot on Isla California and live to tell the tale.

ARMS MANUFACTURERS

Every weapon has a unique design, and every manufacturer has a story to tell. Get acquainted with how these companies came to be and what weapons they're known for in the West.

Brig & Jones Co.
Founders: Thomas Brigham and Dan Arthur Jones

Decades ago, longtime friends Thomas "Brig" Brigham and Dan Arthur Jones started a custom gunsmithing business in a scrubby shack on the Jones' family farm. Until they were able to afford a larger workspace, they acted only as a basic firearm repairs and cleaning shop. Serving locals with free weekly firearm cleanings, the duo won the hearts and support of their customers. This small-town warmth would later serve them well, as the word of their craft spread.

Following a boom of interest in their work, an excited Brig showed a more skeptical Dan Arthur something he'd been tinkering with in secret. It was clearly a handgun, but it had a rather bulky cylinder near the grip that carried multiple rounds of ammunition, rotating on an axis parallel to the weapon's barrel. Although slightly cumbersome and awkward at the time, each iteration led to a more streamlined mechanism until the revolver was born.

Years went by, and "Brig & Jones" became a household name even beyond the organized states. Known as the "iron pioneers" or "p-iron-eers" by their proud neighbors back home, the two boys turned into old men all while still offering free weekly cleanings.

Lockheed Iron Works

Founders: Clayton Habbershaw, Ross Irving, & Julius York

Mr. Clayton Habbershaw built his Iron Works company from nothing as a young man and focused mainly on railroads, bridges, and other architectural projects in the east. It was while he was personally overseeing and assuring the quality of his rails moving westward that the older Mr. Habbershaw met the young and ambitious duo, Ross Irving and Julius York.

These two fledgling businessmen were extremely passionate about the movement west. They explained to Mr. Habbershaw that while his contract with the U.S. Railroad Co. is providing fine job security for him and his workers, the expansion of America is revealing a gaping opportunity for his business - that is, the people. Thousands of freedom-seekers were pressing forward and they needed a way to protect themselves in uncharted lands against unknown threats.

Irving and York quickly convinced Mr. Habbershaw to hire them on as co-chiefs of his newly organized Firearm Division. With these events, Lockheed Iron Works has only

recently dived into the firearms manufacturing business, but their capacity to mass-produce remains unmatched. Inspired by the origins of the company, the barrels of Lockheed weaponry are characterized by near-black, untouched and unpolished metal akin to railroad spikes.

The Finncaster Company
Founders: Otto Van Cleef and his wife Lena (formerly Lena Finncaster).

As a young immigrant from the Netherlands, Otto Van Cleef brought with him across the ocean a mastered skill of both carpentry and metal-working. After courting Lena Finncaster for a few short months (and gaining the blessing of her father, a very proud naval officer and connoisseur of antique weaponry), she agreed to marry him. Otto was never as savvy in the affairs of business as "Len" was. What had been a hobby quickly became a family operation that would have never seen the light of day if not for her.

Throughout their 66 years of marriage, they worked hand-in-hand to create the most beautiful armaments, something often thought of as a family heirloom before it was considered a weapon. "The Finncaster Company" slowly became known for their luxurious and ornately-carved wooden furniture, including stocks, handguards, and grips, and for their smooth and finely-tuned firing mechanisms. Even with all that said, no other firearm manufacturer has yet to match their exotic and locally sourced lumber.

Later in life, when their four sons were older, Lena and Otto passed the family business on to them. Keeping the name, the Finncaster boys moved their manufacturing arm further away from the East as to be free of federal regulations and closer to the growing number of curious and eager westerners. It was then that the Finncaster Company became serious about their involvement in the western movement, developing harder hitting weaponry while still maintaining the standard of beauty and quality of their products.

Outrider Tech
Founders: Oliver Kerswell, Clara Hadley, Nelson Adair, and Isaac & Alberta "Birdie" Vaines (twins).

Nothing can truly keep youngsters from playing, nor should there be any reason to. It's how they learn and experience the world. The same goes for "the Outriders", a self-named band of neighborhood children who essentially grew up in the woods near their homes. From their earliest years, Ollie, Clara, Nelson, and the twins Isaac and Birdie were thick as thieves with an unbreakable bond of fellowship. They would spend their mornings at the schoolhouse, learning to read from books about mythical ancient rangers and archers from across the sea. Then, from lunchtime to dusk, they'd spend their time and enduring energy reenacting those stories.

Deep in these gnarled woods and rivers, legends were created and told using sticks and string as pretend bows and arrows. These makeshift storytelling tools took on a fabled status for these youth. A more beautiful exploration of imagination and purpose could nowhere be found. However, due to the responsibility that comes with age, the Outriders were compelled to spend less and less time in their mythical forests. School and work may have pulled them from these stories, but they never let go of their bond.

Early on in their careers, Oliver and Nelson in particular discovered their passion for mechanics and engineering as they explored the opportunities found in the west. With the childlike creativity and wonder from their early years, and the support and expertise of the other Outriders, they joined together to start a unique venture - one that allows them to explore the fabled ranged weaponry of their childhood.

Eastling Arsenal
Founder: Emil Fetherstone

Being a son of two cultures, Emil Fetherstone felt that he had none. Most of the European immigrants saw him as a Native, and most of the Natives saw him as a European immigrant. This lack of belonging caused Emil to spend most of his youth as a wayward rebel, either attempting to prove himself to one or the other, or acting out in anger.

He quickly learned that even if there was no one to trust, he could rely on himself. It was a skill that would serve him well in the many citizen-soldier heavy militias that he found himself in during adulthood. In these battles, he discovered a place to prove himself. The wars he fought gave him a tough exterior but also exposed what lives inside - a passion to share with others the things he has learned through difficult experiences with life and death.

After completing his military tour, Emil returned with a restored patience and an open heart to both of his cultures. He reached out to his tribe and spent months learning from them, receiving an education he could find nowhere else. Renewed by their openness and welcomed by their smiths, he put his energy into learning the forge - combining their weapons expertise with his experience with European-style combat. His passion to share these experiences and education led him to create Eastling Arsenal, a close-quarters combat instructional course and melee weapons manufacturer. Most greenhorns that leave the east now have an opportunity to learn how the Natives have thrived so long in the dangerous west. Now with self-purpose and a connection to both of his people, Emil lives in peace.

FACTIONS

Different groups are vying for control in the West. Some groups are allied or at least coexist well with one another. Others are natural enemies. How the posse chooses to work with or against Factions can lead to new benefits, opportunities, and dangers.

Each Faction believes they are doing the right thing, although others may not agree with their goals or methods. Characters can become aligned with Factions by proving their value and loyalty.

The Warden should track the posse's relationships with Factions, and players should track their character's personal relationships with Factions should they differ from the posse's.

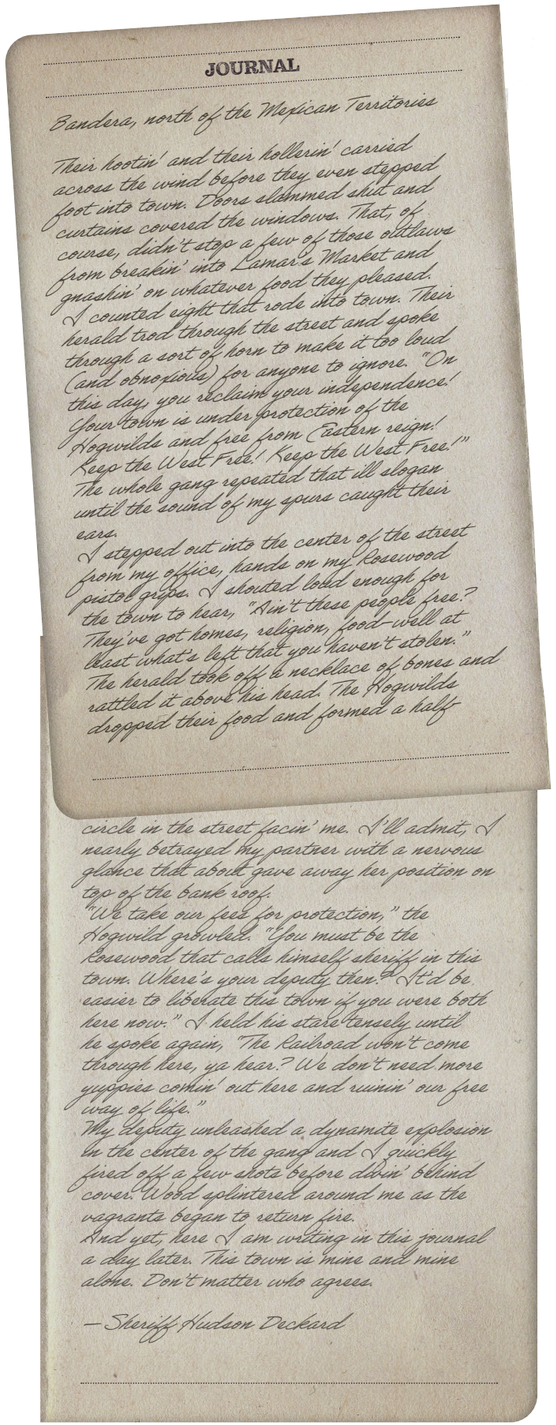
REVERED	+2B
HELPFUL	+1B
NEUTRAL	+0B
SUSPICIOUS	-1B
HOSTILE	-2B

Every character starts with Neutral relationships with every Faction, unless the Warden agrees with a player to have a character start with a positive or negative relationship. For example, a character might start with a Helpful Reputation with the Rosewoods if their backstory includes being a bounty hunter for bail-jumpers and criminals, or a Hostile Reputation with the Hogwild Gang if they've worked as a deputy for the county sheriff in their past.

As the Warden, you can use Factions to add layers to your stories. Why would certain Factions be interested in your conflict? What would happen if an NPC from a Faction came across your players during an expedition?

The following Factions are the main groups that characters can align with in the world of the Wild Imaginary West, but the Warden is welcome to create their own Factions as fits the story.

Depending on what players decide for their backstories, characters may not be familiar with all of the Factions of the West. Unveil them as the story progresses using NPCs, posted flyers, and overheard conversations.


JOURNAL

Bandera, north of the Mexican Territories

Their hootin' and their hollerin' carried across the wind before they ever stepped foot into town. Doors slammed shut and curtains covered the windows. That, of course, didn't stop a few of those oldtimers from sneakin' into Lamar's Market and gnashin' on whatever food they pleased.
I counted eight that rode into town. Their herald trod through the street and spoke through a sort of horn to make it too loud (and obnoxious) for anyone to ignore. "On this day, you reclaim your independence! Your town is under protection of the Rogwilds and free from Eastern reign! Keep the West Free! Keep the West Free!"
The whole gang repeated that ill'd slogan until the sound of my guns caught their ears.
I stepped out into the center of the street from my office, hands on my Rosewood pistol grips. I shouted bold enough for the bum to hear, "Ain't these people free? They've got homes, religion, food-well at least what's left that you haven't stolen."
The herald took off a necklace of bones and rattled it above his head. The Rogwilds dropped their food and formed a half circle in the street facin' me. I'll admit, I nearly betrayed my partner with a nervous glance that about gave away her position on top of the bank roof.
"We take our fees for protection," the Rogwild growled. "You must be the Rosewood that calls himself sheriff in this town. Where's your deputy then? It'd be easier to liberate this town if you were both here now." I held his stare tensely until he spoke again, "The Railroad won't come through here, ya hear? We don't need more yuppies comin' out here and ruinin' our free way of life."
My deputy unleashed a dynamite explosion in the center of the gang and I quickly fired off a few shots before divin' behind cover. Wood splintered around me as the vagrants began to return fire.
And yet, here I am writing in this journal a day later. This town is mine and mine alone. Don't matter who agrees.

—Sheriff Hudson Deckard

U.S. RAILROAD CO.

COLIN GLASGOW

The Railroad Co. increases their economic power by controlling and creating trade routes. Almost all major trade in the East rides on their railways and seek to do the same in the West. Because railway lines keep getting destroyed, they are beginning to build multiple short routes from different directions in hopes that just one of them can eventually safely run from St. Louis to the western coast.

Their trains also transport immigrants, vacationers, and businessmen to their destinations. As the railways expand, populations begin to quickly grow.

Not everyone wants what the Railroad Co. offers though. They might support the transportation of goods to nearby towns for trade but not if that means going through their backyards. And many believe that the immigrants the railroad brings aren't worthy of their western lifestyle. Westerners feel strongly that they earned the right to live freely in the West after surviving dangerous treks, not by sitting comfortably in a rolling iron fortress.

The trains of the Railroad Co. are steam-powered. The investment to begin using electricity seems far too expensive, and the technology far too dangerous. The Railroad Co. is responsible for spreading propaganda about the dangers of electricity so that others will not support it. Using electricity aboard or near a train is strictly prohibited, as often enforced by the Rosewoods.

You can work for the Railroad Co. if you can offer them meaningful service. Perhaps you provide protection, construction labor, or can clear the way for new tracks. To be hired, you must have a strong relationship with the Railroad Co.

IMPORTANT PEOPLE:

THEODORE "TEDDY" JOHNSON

"Steel rails, steam engines, and smiling faces–that's how we build an empire, friend."

Teddy is the President of the U.S. Railroad Co. While Teddy rarely visits the West, he may occasionally make a heavily-guarded appearance to survey what is being accomplished. He's a friendly and energetic businessman with enough charm to make a prairie wolf smile. Behind those kind eyes is a fierce determination to build his railway empire and legacy, no matter the cost.

COLIN GLASGOW

"If you're on my train, you follow my rules. Or you can get off while we're still movin'."

As a train conductor, Colin oversees the operation of the train as well as hiring for its protection. Before trips across the West, Colin shouts and hollers in a thick Irish accent at train stations for hired guns willing to risk their lives for good pay. The protection of his passengers and cargo are very important to him, but he gets a wild thrill from being in danger and escaping close calls.

COLIN GLASGOW

HEALTH	DEFENSE	SPEED
11	*1B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
3B	*2B*	*3B*	*1B3G*

TALENTS

Charm, Defense, Melee Weapons

ABILITIES

Southpaw. Any Melee Attack Actions made with Fists use 2G instead of 1B.

Irish Pub Brawler (2/day). If Colin takes 3 consecutive Melee Attack Actions on his turn, he can then take a Dodge Action (equal to 1B) at no Grit cost.

ATTACKS

WEATHERED FISTS

Arm's Reach (2 Grit)
2G Damage

LOCKHEED IRON WORKS - EG-92 "MEDIATOR"
Revolver
Upgrades: L2 Short Range Damage

Short Range (1 Grit)
4B Damage

Long Range (1 Grit)
1B Damage

THE ROSEWOOD SECURITY AGENCY

LORRAINE "THE INQUISITOR" WU

The Rosewood Security Agency seeks justice and wealth, often at the same time. They are hired as protection for anyone with deep enough pockets, namely the U.S. Railroad.

The Railroad pays them well to protect their train cars, tracks, employees, and other assets. As part of that protection, the Rosewoods help to uphold and enforce the law by any means necessary. Through the Rosewoods, the Railroad seeks to civilize and bring order to the West to increase opportunities for their business. Some towns value the Rosewoods efforts while others see the lawbringers as a threat to their freedom.

Official laws are either few or largely unknown, as are their respective punishments. Rather, the Rosewoods operate more closely to an eye-for-an-eye system under their own moral compasses. It's important for Rosewoods to maintain order and control by making examples of those who disrupt society. Rosewoods aim to be fair and reasonable, although they're not afraid to get their hands dirty for an extra dollar.

You can identify a Rosewood by the weapons they carry. Each uses beautiful rosewood for the stocks and grips of their guns. They hide any usage of Western electric technology so as to reflect the values of their Eastern clients, namely the Railroad.

The Rosewoods are frequently hiring in towns where they need help protecting their clients. There's a low bar to be hired and just knowing how to shoot is likely enough. You can't have a negative relationship with the Rosewoods or a positive relationship with the Tulos or Hogwilds.

IMPORTANT PEOPLE:

GEORGE WESLEY

"We don't take sides, we take responsibility–and we do it by the book."

The Rosewood General Manager is a kind yet stern leader with staunch morals. He thinks of himself as the quintessential American and daydreams about fighting in the Revolutionary War to win the nation's independence–if only he had been born earlier! He doesn't fear electricity, but prefers a more "natural" lifestyle without it.

LORRAINE "THE INQUISITOR" WU

"Everyone talks. It's just a matter of how long they last."

Lorraine is a fierce Rosewood Deputy searching from town to town for a fugitive of the Railroad. She's abnormally calm in the face of danger and eager to do what's just. Lorraine's father was a sheriff in a small town north of Baton Rouge. She joined the Rosewoods as a teenager after her father died defending the town from bandits. Her intense eyes aid her already proficient skills of interrogation, making her a serious figure for liars and criminals to avoid.

LORRAINE "THE INQUISITOR" WU

HEALTH	DEFENSE	SPEED
12	2G	Normal

CHARM	FINESSE	INTUITION	NERVE
4B	1B2G	2B2G	4B

TALENTS

Charm, Intuition, Defense, Pistols, Melee Weapons

ABILITIES

Unrelenting Interrogation. When Lorraine rolls with Charm to persuade her target or otherwise extract information, she can reroll up to 2 dice of her choice.

Payback. After she takes any damage, Lorraine can take a quick Melee Attack Action if a target is within Arm's Reach.

ATTACKS

FINNCASTER COMPANY - SILVER
Pistol with rosewood grip
Upgrades: L3 Optic, L2 Short Range Damage

Short Range (1 Grit)
4G Damage (+Optic)

Long Range (1 Grit)
1B Damage (+Optic)

BRIG & JONES CO. - MODEL 930
Rifle with rosewood furniture
Upgrades: L2 Long Range Damage

Short Range (3 Grit)
3B Damage

Long Range (3 Grit)
2B3G Damage

COLORADO TOOTHPICK
Blade
L1 Utility "Venom Injector"

Arm's Reach (2 Grit)
2G Damage + Poisoned [1]

Short Range (thrown) (2 Grit)
2B Damage + Poisoned [1]

ITEMS

Special Ammo:
Tranquilizer Rounds (3 qty.)

First Aid:
Antidote (2 qty.)

THE IRON SIGHTS

SYLVESTER "SYL" FENNIX

A guild of hunters open by invitation only, known for the weaponsmiths that arm them. If you want in, impress them with your kills. They have no respect for the Rosewoods because they think they are untrained and lack tact.

The Iron Sights are a guild of monster hunters that take great pride in their work. They are tactful and well-equipped by talented weaponsmiths and tailors that work only for the guild. The guild is very discrete and keeps their membership open only to those who prove themselves by bringing trophies of impressive kills.

They pride themselves on being honorable, skilled, and trustworthy. People recognize them by the trophies they wear as badges of their bravery.

Rich collectors are willing to pay the guild great sums for monster trophies, and towns occasionally hire the Iron Sights when a monster problem seems hopeless. But most members of the Iron Sights just love the thrill of a challenging hunt!

Any guildhall of the Iron Sights requires membership to enter. They all contain exclusive weaponsmiths and tailors that can help turn trophies into valuable equipment. Or you can speak with a guild broker to sell your trophies to the highest bidder.

IMPORTANT PEOPLE:

LUTHER "EL CAZADOR" WAINWRIGHT

"Hesitate and die."

No nonsense, no sentimentality - that's how Luther runs his southern division of the Iron Sights Guild. A former bounty hunter with ice in his veins, "el Cazador" is known for expelling hunters from the Guild if he hears that they didn't perform in a crucial moment. To him, monster-hunting is another category of high-skill bounty work, and he has even higher expectations for results. He's often heard saying, "If you see your target, you kill your target–anything less, and you're just breakfast waiting to be gulped down for a long and painful digestion."

SYLVESTER "SYL" FENNIX

"..."

Regardless of his uncanny ability to vanish when things go south, Syl does tend to reappear in his own slightly dramatic way for some conflict-ending heroics. Some say he's part cryptid himself, or at least raised by some. A crack shot sharpshooter and ghost-like scout, he seems to glide over the rough terrain of forests and mountains, unhindered, as he tracks down his prey. Syl doesn't speak, which adds a fair bit of intensity to the stories told about him around the campfire.

SYLVESTER "SYL" FENNIX

HEALTH	DEFENSE	SPEED
13	*3B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
3B	*2B2G*	*4G*	*4B*

TALENTS

Finesse, Intuition, Defense, Forstalls, Rifles

ABILITIES

Mastered Mobility. Syl can traverse through Rough Terrain without any negative affect.

More Than a Sidekick (2/day). Syl's hunting buddy is a fast-flying golden eagle with an 8 foot wingspan. On his turn, Syl can spend 3 Grit to command the eagle to Move and Attack, delivering 3G within Arm's Reach.

ATTACKS

LOCKHEED IRON WORKS - GA-57 "RANGER"
Rifle
Upgrades: L2 Optic, L1 Long Range Damage, L1 Accuracy

Short Range (3 Grit)
3B Damage (+Optic)

Long Range (3 Grit)
1B4G Damage (+Optic

HANDCRAFT - RECURVE
Bow
Upgrades: L1 Short Range Damage, L2 Accuracy

Short Range (3 Grit)
2B3G Damage

Long Range (3 Grit)
2B Damage

EASTLING ARSENAL - FIXED-BLADE
Knife
Upgrades: L2 Melee Damage

Arm's Reach (2 Grit)
3B1G Damage

Short Range (thrown) (2 Grit)
1B Damage

ITEMS

Special Ammo:
Tether Arrowheads (3 qty.)

Backpack Forstall:
Upgrades: L1 Sweeping Duration

THE TULOS MOB

DENVERTULOS

The Tulos are a wealthy criminal family with several illegal enterprises. Their power gives them influence over much of the West, especially as an employer or supplier. Depending on who you ask, the Tulos are either revered for their industriousness or despised for their methods. One thing is for sure, business must be good because a Tulos' plate is always full.

While they were profitable bootleggers in the East, the Tulos saw greater opportunity in the West. They protected the transport of westbound goods, both licit and illicit, and established a base of operations in Deadwood, South Dakota. The head boss and patriarch of the family oversees everything from Deadwood, while his three children are bosses of their own territories.

Not everyone in the Tulos mob is family. The Tulos provide jobs to any who prove unflappable loyalty to the family. Once you're in, you'll be trusted and respected almost as if you were a long lost cousin found again. Serve the family well and everyone will be well taken care of. When the boss eats, everyone eats.

Likewise, any attack against one member of the family is an attack against all of the family. It takes a lot to regain trust with them once it's been broken.

IMPORTANT PEOPLE:

FARLEY TULOS

"Respect is the coin we trade, and everyone who works under me gets their fair share."

Farley oversees the southern territory of their empire from his home in Fort Worth, Texas. His kind smile is reflected by his kind heart. Farley wants to bring everyone into the Tulos family and treat everyone with love and respect.

WILLIAM "BILLY" TULOS

"I speak when it matters. When I do, people listen."

The western territory is overseen by Billy from a camp of mechs near Gunnison, Colorado. His own mech is a large Dromedary with huge antlers atop the cedarwood cabin's entrance. He's often quiet, but commands respect easily with just his presence.

PATRICIA TULOS

"Trust is earned slowly... but betrayal? That's paid for real quick."

The beautiful yet sinister daughter who oversees the northern territory from a gorgeous home adjacent to her father's in Deadwood, South Dakota. She has long dark hair and a serpentine figure, much like her late mother. Of all the siblings, she is the slowest to trust others and the quickest to turn violent.

DENVER TULOS

"Family is everything... disrespect them, and I'll have you buried."

The head boss and patriarch of the Tulos crime family is a tall yet round figure with a brow that never unfurls. Denver leads the Tulos family with intense passion. He seeks to create a legacy that his children can continue to build upon. Unbeknownst to the family, Denver found out his wife was cheating and led her out into the woods unprotected to be murdered by the monsters.

DENVER TULOS

HEALTH	DEFENSE	SPEED
10	1G	Normal

CHARM	FINESSE	INTUITION	NERVE
2B2G	2B	3B	3G

TALENTS

Charm, Nerve, Defense

ABILITIES

I've Suffered Worse. At the beginning of his turn during combat, roll 1B. On a Blank or a Spur, regain 1 Health. On a Hit or an Ace, regain 2 Health.

The Boss (2/day). Denver doesn't go anywhere without an entourage. A Tulos henchman (using the Weak Combatant profile) enters combat just ahead of Denver in turn order and is willing to die in his service.

ATTACKS

FINNCASTER COMPANY - BLUE
Shotgun

Short Range (3 Grit)
2B3G Damage

Long Range (3 Grit)
2B Damage

HEIRLOOM CANE
Upgrades: L1 Melee Damage

Arm's Reach (4 Grit)
1B3G Damage

Short Range (thrown) (4 Grit)
2B Damage

HOGWILD GANG

ALPHA

The Hogwilds are an opportunistic gang that functions as more of a network than organized crime. If you need something done, the Hogwilds know who and how to make it happen, after receiving your payment, of course. They are a wild bunch who value the natural order of things.

The Hogwilds are competitive, even with each other. You rise to the top in the gang by proving yourself and outdoing others. That doesn't mean they don't work together; teamwork is absolutely necessary to accomplish larger jobs. Riding along for a job with someone that has more respect in the Hogwilds can help you reach the top. Just don't be surprised when a Hogwild stabs you in the back if a better opportunity arises.

Hogwilds also formally challenge each other in various ways in order to gain respect and access to more valuable jobs in the gang. For example, you may be challenged to combat until death or a race to complete a bounty. Gaining more respect gets you bigger jobs from the gang.

They've been leading a movement with the slogan "Keep the West Free" to rally all Westerners towards violent activism against the Railroad and Rosewoods. Their extremist libertarian goals are at least somewhat popular among many Westerners who came out to the West to own their own lands and live how they please. Not everyone may agree with the Hogwild's strategies though.

It's easy enough to join the Hogwilds if you can offer something helpful to the gang. Help a Hogwild to bring in a high value bounty, and you'll gain some respect. Beat another Hogwild to their goal, and you'll gain even more respect but likely an enemy as well. That's just the way it goes if you want to be the best.

IMPORTANT PEOPLE:

DRIFTWOOD

"Move."

Hogwilds know each other by nicknames. Rumors say Driftwood got his name because Alpha found him unconscious, face down on the bank of a river. Driftwood hardly speaks and communicates mostly with grunts and glares. He's a massive brute and deeply loyal to Alpha.

PAWPRINT

"He points, I build. I'd disassemble the world if he told me it was in his way."

Her wiry and twitchy frame distracts from her fiendish genius. Pawprint always leaves her mark on her latest technological inventions Every component is welded together with chaotic precision and opposite attraction. She rose through the ranks of the Hogwild Gang by always being one step ahead and attacking preemptively. She's only met her match so far in Alpha, who spared Pawprint her life in combat in return for her undying loyalty.

ALPHA

"The law's just the cage they built around us. I say we tear the whole thing down!"

The leader of the Hogwild Gang is the best of their best. He's disarmingly charming, but can flip like a switch into unfettered violent rage. His prowess for combat is terrifying and only a fool would challenge him; though the gang certainly has several of those. All the big jobs go through Alpha, and he decides who is worthy of completing the bounty.

ALPHA

HEALTH	DEFENSE	SPEED
15	2B	Normal

CHARM	FINESSE	INTUITION	NERVE
1B3G	2B2G	3B	2B2G

TALENTS

Charm, Explosives, Melee Weapons, Mounted Weapons, Traps

ABILITIES

Bone Spurs. After successfully doing damage with his Mechanical Claws, any Move Actions taken by the target during its next turn will cost twice the amount of Grit.

A Reckless Manifesto (2/day). After a rousing chant, Alpha chooses up to 4 allies. Until the end of their next turn, they cannot be inflicted with the Afraid Status. If they already have the Afraid Status, it is relieved.

Imperfect Frenzy (2/day). Any Melee Attacks made after this ability is put into effect (and until the beginning of Alpha's next turn) are made with the Piercing property. However, any attacks made against Alpha during that time are also made with the same property.

ATTACKS

OUTRIDER TECH - CROSSBOW
Upgrades: L1 Short Range Damage, L1 Accuracy

Short Range (3 Grit)
1B4G Damage

Long Range (3 Grit)
1B2G Damage

MECHANICAL CLAWS
Upgrades: L2 Melee Damage

Arm's Reach (2 Grit)
2B2G Damage

ITEMS

Special Ammo:
Black Powder Arrowheads (3 qty.) +2G

PROSPECTORS GUILD

HORACIO DEL SOL

The Prospectors Guild is first and foremost a union of hard-working individuals focused on profiting from the West's natural resources. They search for valuable minerals, oil, and even dinosaur bones..

The Guild works together to ensure profits are shared. Any Prospectors Guild Meetinghouse has someone who can tip you off to a location worth investigating. If you find something worth sharing, you can sell the location's information to the Guild for expanding operations.

Once they find sites for excavation, they claim the land and defend it. It's best not to get between a silver miner and his cave. Things can quickly get explosive.

Being a member of the Guild naturally increases your wealth. Excavated valuables that come from a member of the Prospectors Guild often fetch a higher price due to the organization's reputation for providing high quality and trustworthy business.

Members have also been known to spread fantastic tales of golden cities, ancient artifacts, and more beneath the ground we tread. No one knows the source of these stories, but the dream of riches beyond measure entertains every Guild member's mind. Like the wonders of the ocean, is there more beneath the rocky hills?

Not every prospector can be part of the Guild until they have proven they can add value to it.

Anyone can join the Guild by finding and sharing a valuable excavation site; be it a cave of minerals, a pit with dinosaur bones, or a well of oil. You build your reputation with the Prospectors Guild by aiding other members and sharing profits.

IMPORTANT PEOPLE:

FLORENCE "FLO" BARRETT-GRAINGER

"He sees what was and I'm chasing what could be. I'm not gonna miss my chance."

Ms. Grainger is a young, ambitious prospector who is willing to take risks that make more experienced individuals take a long pause. The stars in her eyes convince her that she's one strike away from fortune and fame. Itching to prove herself, Flo apprentices under Mr. del Sol out of respect for his experience, but also sees him as a slow relic of a by-gone age of discovery. Will she ever tell him that? No - she has a golden opportunity to follow him around, and she's not about to make a mess of that.

HORACIO DEL SOL

"The earth don't give freely. You ask nice, and you listen close."

A respectful enjoyer of the earth, Horacio has been digging in the dirt longer than most folks have been alive. He treats the land with respect as deep as he dares to delve, believing that every swing of the pickaxe must be repaid in kind. With a noticeable quietness about him, he watches the land with reverence instead of hunger and teaches that the land always takes its due. Stories say he can actually feel when gold is near, but when he hears that he just chuckles and says, "Ain't about feelin', amigo - it's about listenin'.

HORACIO DEL SOL

HEALTH	DEFENSE	SPEED
8	*-*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
4B	*2B*	*3B*	*1B*

TALENTS

Explosives

ABILITIES

None

ATTACKS

BRIG & JONES CO. - MODEL 310

Arm's Reach (2 Grit)
1B Damage

Short Range (2 Grit)
1B1G Damage

SHOVEL

Arm's Reach (3 Grit)
2G Damage

Short Range (thrown) (3 Grit)
1B Damage

FRONTIER CONSERVATION SOCIETY

MABEL HOWITZER

The Frontier Conservation Society aims to preserve nature, both its fauna and flora. While many at this time don't believe extinction of a species is possible, Charles Darwin helped some to see that the natural competition of things can lead to the complete loss of anything. The Frontier Conservation Society was born from a group of biologists studying the West. During their travels, they especially learned from the Native Americans how to rely on the land and coexist with its creatures.

These Conservationists are often methodical researchers seeking to learn more from nature. Their methods can vary but often include trapping and occasionally dissection for proper study. Some see that killing as ironic, but the Conservationists believe the loss of only a few can benefit the greater good.

They raise funds for their work by publishing research, curating museums, and building zoos. The Frontier Conservation Society may pay well for living monsters brought to them or for reporting any notable discoveries.

Many see the Frontier Conservation Society as a hindrance to the progress of humankind and the expansion of civilization. Their frequent pacifism is often regarded as weakness, although members of the Frontier Conservation Society have proven themselves formidable in survival situations and self-defense. When a town fails to defend themselves against a titan, however, the Conservationists don't seek retribution on the monster. They're more likely to begin studying the titan's behavior and use that to inform new defenses.

IMPORTANT PEOPLE:

WILLEM BOOM (PRONOUNCED BOH-M)

"We preserve and protect nature because it's dangerous, not in spite of it."

As Chairman of the Frontier Conservation Society, Willem is highly respected by the scientific community but a nervous wreck under the pressure of his position. He's exceptionally intelligent, often kind, and always carries a new feather in his hat. Willem cares very deeply about preserving and coexisting with nature, but also knows that humankind's destructive growth likely means the devastation of some species. His nervousness comes from knowing that deep inside, he prefers animals over humans.

MABEL HOWITZER

"They call them monsters, but all I see are creatures who just need someone to understand."

An ecologist by heart, Mabel grew up caring for an orphaned prairie wolf, unbeknownst to her parents. She made a comfy sort of den for the prairie wolf pup and fed it until it could hunt on its own. Mabel learned a lot about the circle of life and nature's competition from the experience. Unfortunately, the prairie wolf was trapped and killed one day, taken for its pelt. Ms. Howitzer is caring towards everyone, but she has a particularly fierce love for animals. She joined the Frontier Conservation Society after completing her secondary education in St. Louis. Now, she travels the West to find and document new species.

MABEL HOWITZER

HEALTH	DEFENSE	SPEED
8	-	*Normal*

CHARM	FINESSE	INTUITION	NERVE
3B	*2B*	*3B*	*2B*

TALENTS

Traps

ABILITIES

None

ATTACKS

POCKET KNIFE

Arm's Reach (2 Grit)
1G Damage

Short Range (thrown) (2 Grit)
1B Damage

ITEMS

BOX CAGE

Arm's Reach (4 Grit)
Trapped [2B2G] (Tiny or Small monsters only)

!
!
Location:
Western edge of the Burning Mountains

6

WARDEN RESOURCES

Adventuring in the Wild Imaginary West begins with the Warden as they set the scene for the story to begin. Players and the Warden then play their roles to see what unfolds. This section will help the Warden to fulfill their role!

SESSION ZERO

It's common in roleplaying games to start with a "session zero". In this session, you prepare to play the game together. Players may benefit from creating their characters together with the assistance of the Warden. The Warden may choose to divulge some of the pertinent history or lore that characters should already be aware of. If the story begins with the group already working together, discuss how the characters know each other.

A session zero is also a great time to set expectations with each other for what you want the game to be. Roleplaying games can vary greatly by group, so you should talk about what kind of experiences you want to have while playing. Do you want to focus more on roleplaying or combat? Does everyone feel comfortable with mature language and situations? How can a player comfortably voice their issues if necessary? Should your storytelling be more serious or lighthearted?

Work together to make the Wild Imaginary West RPG a fun experience your whole group enjoys!

PREPARING THE STORY

Preparation for a Warden can be quick and easy using pre-made expeditions, or it can be fully designed by their own creativity. We recommend starting off with *Judgement on the Iron Road*, the official starter campaign and then use the *Welcome to East Portal* setting guide as a jumping off point for your own creative expeditions.

In the Wild Imaginary West, most stories involve a monster. Use the monster guide to pick something for players to hunt or defend against. Then perhaps pick a Faction or two that would feel involved. This is a helpful foundation for you to build a memorable story off of.

GUIDING THE STORY

Unless your players have ideas of what they want to do already, make sure to provide a clear objective for them to pursue. When the group is unsure of what to do next, help guide them with an NPC or other clue such as a letter from an ally.

Don't be afraid to push players to make quick decisions when the pace of the story should feel intense! Otherwise, they might lose their opportunity to defuse the situation...

And perhaps the best advice for any Warden is to practice asking questions. It's everyone's responsibility to contribute to the story.

THE ONE HOLDIN' THE REINS

The Warden has the final say on rules and possibilities. When there is confusion about how something should be played, feel free to discuss together–but the Warden gets to pick what solution makes the most sense or creates the most fun!

SOME TIME TO KILL

Players might find that they have downtime in between big events as they travel from one location to the next or find rest in a new town. Consider this a good chance for a change of pace in your game. Encourage your players to take advantage of this time to have some relaxed fun and provide opportunities for them. They could sell trophies or buy new weapons, gear, and upgrades. They might wander around a populated area and converse with the local NPCs, hearing gossip and rumors about side quests. You might offer them a part time job or find a reason for them to spend time in jail. Out in the wild, they could look for, find, and break a new horse. After all, the real treasure is always the friends we make along the way.

Another way you might allow your players to spend this time is to practice and develop a new Talent. After a week of dedicated practice or study, whether in town at a library, with a teacher, or on the road, they might earn enough Prestige to unlock a Talent of their choice.

TRAVEL

The western frontier is a vast landscape with long travel between destinations. Ask your group if they have anything they would like to say or do while they're traveling.

WARDEN: Is there anything you would like to do while you're traveling?

PLAYER: I better make sure the Forstall has enough power to get us through the upcoming canyon without trouble. Also, I want to chat with Diego. "Diego, what do you reckon we should expect in Gunnison?"

TRAVEL SPEEDS PER DAY

On foot	10-15 MILES
On mech	15-25 MILES
On horse with wagon	15-25 MILES
On horse	20-40 MILES
By train	50-150 MILES

When nothing is left to be done, describe a bit of the journey then skip to the next point of interest. You may prepare for the players to encounter something along their way or simply skip to their planned destination.

WARDEN: The few clouds crossing the sky provide some much appreciated shelter from the sweltering summer heat. You're all a bit weary from the journey when a voice up ahead suddenly alarms you! "Help, I'm stuck! I can't get this trap loose!" How would you like to approach the situation?

COMBAT NARRATIVE

Fighting can feel intense and strategic, but don't forget to tell the story! Here are a couple questions to ask players occasionally (especially on the final shot that slays the enemy).

WARDEN: What does your character's attack look like? Does your character say anything before they fire their shot?

PLAYER: Teddy moves behind a nearby tree, raises his rifle, and takes the Aim Action before firing at the bandit. "You're not getting the best of me, squirrel brain!" An Ace and 2 Hits for a total of four!

When the enemy is attacking, describe what that looks like. When the enemy is injured, explain how they react.

WARDEN: The bandit cries out sharply as a bullet finds purchase in his thigh, stumbling before catching himself against another tree. He raises his six-shooter and furrows his brow. "This ain't my day to die!" Several shots are fired. One splits bark from the tree you're hiding behind and the others whizz past!

MONSTERS & ENEMIES

No heroes exist without villains, and sometimes those villains have blood-soaked fangs and furry paws. Monsters and other enemies are played by the Warden. Each has their own Health, Skills, equipment, and abilities.

All enemies have their own intelligence, instincts, and behaviors, and the Warden should do their best to play them accordingly. Even monsters can have emotions such as fear, anger, and sorrow. In some cases, enemies may choose to run away if they think their odds of survival are waning. Use their abilities and equipment to help them reach their goals and adapt to the course of their battles.

TOUGH IN EVERY WAY

All monsters have 6 Grit to spend during their turn in combat scenarios. Additionally, they always reroll their Spurs on any rolls!

MONSTER SIZES

The farther west you venture, the bigger the monsters will get. Monster sizes range from Tiny to Titan and are determined by the monster's overall mass, not just their height or length. This also determines the miniature base size each would fit on. If compared side-by-side, humans would be considered Small, fitting on a 28mm base.

- Tiny (28mm base or smaller)
- Small (28mm)
- Medium (50mm)
- Large (70mm)
- Huge (100mm)
- Titan (100x200mm)

Large, Huge, and Titan monsters are so massive and ferocious that they often have some degree of influence, authority, or dominion over the environment and wildlife in the area they call home. For example, the Plains Shepherd Bison has charged itself with overseeing its bison-animal kin. It aims to protect them from predators, hunters, or other threats. Another example is that of the Lake Guardian Moose, which has a special influence over the lake while standing in it. The Guardian can command the lake and nearby animals to do its bidding.

MONSTER PROFILES

Every monster is intimidating and deadly in its own way. To learn how to best represent a monster's behaviors, instincts, and appetites, read through and study its monster profile. These profiles are a helpful tool in your gaming session preparations as well as a quick reference during the heat of a combat scenario.

Here are a few unique features you'll need to understand before playing as a monster:

SWEEP TOLERANCE

The Sweep Tolerance stat is a static number between 0-4 that represents how well a monster endures the intolerable Kurtz energy from a Forstall. The number is subtracted from the total Hits of a Forstall's Sweep, and the difference determines how much the monster's Grit is reduced when within the Forstall's range.

The posse is is forced to pass through a bog inhabited by well-camouflaged monsters. They decide to turn on their Saddlebag Forstall to Sweep mode, rolling 3 Hits from its 3B dice pool. The swamp comes alive with Tiny and Small monsters retreating away from the Forstall's signal, but a Large American Bullfrog remains hidden.

The Warden then compares the 3 Hits to the Bullfrog's Sweep Tolerance which is 2. Subtracting 2 from 3, the Warden notes down that when the Bullfrog is within Short Range of the Forstall, it will have 1 less Grit to use on its turn.

STATUS TOLERANCE

Some monsters naturally have resistances or vulnerabilities to being Dazed, Poisoned, Trapped, and more. This is referred to as Status Tolerance and is represented as a positive or negative dice pool.

Typically, when a monster is attempting to relieve a status, it would roll from the appropriate Skill's dice pool and spend Grit equal to the number of dice used. However, with a +2B Status Tolerance, the monster would add 2 Black dice to its Skill dice pool but it wouldn't spend any additional Grit.

If relieving a Status with a -1B Status Tolerance, the monster would subtract one Black die (or Gold die if no Black dice are present) from the Skill's dice pool while spending Grit equal to the amount of Skill dice that would have originally been used.

MONSTER FRENZY

When a monster reaches a specified Health as indicated on their profile, they become frenzied! This often means they have a surge of adrenaline, fueled by their rage or fear, giving them enhanced or even new abilities.

Some examples of Frenzies found on a monster's profile include an attack buff, new attack, increased Defense, additional Move Actions, increased speed, new ability, more Grit, special event, and more. They can also be a combination of these.

In combat, most Frenzies are activated after the specified Health threshold and during the monster's next turn. However, Event-related Frenzies are immediately activated upon meeting or exceeding the threshold even if it's not their turn. They are one-time Events, so once activated, they can't be used again.

◆

AREA OF EFFECT

If an attack says AOE next to it, then the attack affects all targets within the Range. For example, the Pondweed Peril's Screech attack can give the Dazed Status to everyone within Long Range.

◆

Tiny, Small, Medium, Large, and Huge monsters only have one Frenzy. Titans, on the other hand, have two! Their Frenzies are activated at different levels of Health and typically build upon each other, making these monsters extremely dangerous and intimidating to fight.

KZ: 4-7-3231 **HUGE**

ALLIGATOR SNAPPING TURTLE

HEALTH	DEFENSE	SPEED
63	*5G*	*Slow*

CHARM	FINESSE	INTUITION	NERVE
5B	*1B1G*	*3B*	*2B4G*

DESCRIPTION

A walking fortress and reminder of an older, meaner world, the Snapping Turtle has a shell tough as steel and a jaw designed to guillotine. Some call it the Swamp's Executioner, judging those who tread carelessly across the waters. It requires a large amount of meat each day to keep it alive, which explains why it's constantly on the hunt.

TROPHIES

Snapping Turtle Shell. When crafted into armor, the wearer gains +3G for Defense. If the shell is in Pristine Condition, it can replace a wagon or cabin when constructing a Mule- or Dromedary-class mech.

MELEE ATTACKS

Iron Jaws (4 Grit)
8G damage

Steady Trample (3 Grit)
4B damage + Trapped [3]

SHORT RANGE ATTACKS

Rotshot (2 Grit)
2B damage + Poisoned [2]

LONG RANGE ATTACKS

Sonic Roar (AOE) (2 Grit)
3B damage + Afraid [2]

TOLERANCES

Sweep [4], Afraid [3G], Burned [2B], Poisoned [1B], Trapped [2B]

FEATURES

Fast Swimmer. If taking the Move Action while in water, the turtle's speed becomes Fast.

Harden Shell. During its Frenzy, the turtle's shell becomes nearly impenetrable, rolling 6G for Defense.

Part Gator. Drawing from its aggressive heritage, the Alligator Snapping Turtle gains a frightening burst of speed. Twice per day, the Turtle may take one free Move Action.

FRENZY

Guillotine (30 Health). The turtle's Iron Jaw attack now does 6B6G damage. If this drops a target to 0 Health, that character is beheaded and immediately dies. No Bleeding Out.

◆

KZ: 9-3-2248 **LARGE**

ALPINE BIGFOOT

HEALTH	DEFENSE	SPEED
70	*2G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
5G	*2B*	*3B*	*6B*

DESCRIPTION

A beefier, hairier relative to the Sasquatch with a sloping forehead and deep-set eyes. It may not be as intelligent, but its size and muscle make up the difference. It stealthily hides in forests and caves until it's time to forage once again for food. Tonight's delicacy? Human.

TROPHIES

Bigfoot Skull. This enormous skull is a prized symbol of victory over the wild. When displayed as a Mech Utility Upgrade, it acts as a source of fear. The first time an enemy is within Short Range and line of sight, they take Afraid [3B].

MELEE ATTACKS

Big Foot (3 Grit)
2B2G damage + Dazed [2]

Brutal Fists (2 Grit)
2G damage

SHORT RANGE ATTACKS

Forage and Throw (2 Grit)
2B damage

LONG RANGE ATTACKS

Alpine Alpha (AOE) (4 Grit)
Afraid [4B]

TOLERANCES

Sweep [3], Afraid [2B], Dazed [1G], Trapped [3G]

FEATURES

Counter Blow. The Bigfoot can attempt to block or counter attacks made against it. After being targeted by a Melee Attack, spend 2 Grit (from the Bigfoot's next turn) and choose whether it applies to additional Defense (1B3G) or as immediate retaliation (1B1G).

Technological Target. The Bigfoot doesn't like anything that hums, beeps, or buzzes. Add +1B to any attacks made against someone within Arm's Reach of a Forstall or Mech. This includes attacks directed at any mech.

The Combo. After two successful Brutal Fists attacks on a single turn, the Bigfoot may choose to throw the target at no additional Grit cost. The target is hurled up to Short Range, taking 2G damage from the impact and is knocked down.

FRENZY

A Nasty Beating (Event) (35 Health). Full of uncontrollable rage, the Bigfoot selects one target to beat to a bloody pulp. Roll 2B6G if the target is human, or 6B6G if the target is a mech.

KZ: 9-4-5383 LARGE

AMERICAN BULLFROG

HEALTH	DEFENSE	SPEED
75	2G	Slow

CHARM	FINESSE	INTUITION	NERVE
6B	2B	2B	6B

DESCRIPTION

This colossal amphibian is known for its deep, reverberating croak that creates small quakes in the earth and short waves in the large lakes and swamps where it resides. Tough dorsal ridges cross its back and sides. Best beware its terrifyingly long and sticky tongue.

TROPHIES

Bullfrog Tongue. A coarse, sticky tongue that can stretch to great lengths (up to Long Range) and snatch weapons out of enemy hands. Spend 4 Grit to pull the tongue, roll 1B, and watch it fly. On a Hit or an Ace, the weapon is taken successfully.

MELEE ATTACKS

Gulp (3 Grit)
3G damage + Trapped [3]

SHORT RANGE ATTACKS

Bullish Leap (4 Grit)
3B3G damage + Dazed [1] + Poisoned [1]

LONG RANGE ATTACKS

Tongue Whip (2 Grit)
2B damage + Trapped [2]

Deafening Croak (AOE) (4 Grit)
3B damage + Dazed [2] + Afraid [1]

TOLERANCES

Sweep [2], Afraid [2B], Burned [1B], Dazed [1B], Poisoned [2B], Trapped [1G]

FEATURES

Long Range Tongue. When the bullfrog successfully uses its Tongue Whip attack, it immediately pulls that target within Arm's Reach.

Moving Target. The bullfrog is drawn to anything that moves and will almost always attack the last player that moves before its turn. In this case, convert any Black dice to Gold dice for the first attack made against the moving target.

FRENZY

Equipment Abduction (40 Health). Spending 4 Grit, the bullfrog can use its tongue up to Long Range to snatch a target's weapon or a mech's upgrade and swallow it. The item can be retrieved from the bullfrog's stomach once it drops to 0 Health, or after the Trapped Status gained by its Gulp attack is successfully relieved.

KZ: 2-4-0533 **LARGE**

AMERICAN MASTODON

HEALTH	DEFENSE	SPEED
77	*2G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
4G	*2B*	*3B*	*3B3G*

DESCRIPTION

A hulking behemoth of an elephant with shaggy fur and long sturdy tusks sharpened to a point. Aggression fuels its instincts to charge when startled or challenged, leaving the threat tossed and gored before stomping off victoriously. Best to keep one's distance especially if there's a herd of them grazing about.

TROPHIES

Mastodon Tusks. If displayed as a Mech Utility Upgrade, it grants the entire posse +1G to Nerve rolls made to intimidate while riding in the mech.

MELEE ATTACKS

Serrated Tusks (3 Grit)
4G damage + Piercing [2]

Tusk Toss (3 Grit)
3B damage + Dazed [2]

SHORT RANGE ATTACKS

Charge and Trample (4 Grit)
6B damage + Dazed [3]

LONG RANGE ATTACKS

Startling Trumpet (AOE) (3 Grit)
Afraid [3G]

TOLERANCES

Sweep [2], Afraid [3B], Dazed [2B], Trapped [1B]

FEATURES

Pulverize. Should a target drop to 0 Health after a damage-dealing attack, roll 1B. If the outcome is a Hit or Ace, the mastodon continues to trample the victim until they are dead-dead. No Bleeding Out scenario occurs.

Mule vs. Masto. Twice per day, the mastodon may show off its strength against a mech by adding +2G to one of its attack dice pools.

FRENZY

Prehistoric Powerhouse (20 Health). The mastodon becomes enraged, losing all sense of reason. Any damage it deals to a target is doubled, but it also becomes very vulnerable to all statuses (-2B).

KZ: 2-6-5453 **MEDIUM**

BADLANDS SASQUATCH

HEALTH	DEFENSE	SPEED
48	*2B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
5G	*1B1G*	*4B*	*2B2G*

DESCRIPTION

A savage ape-like cryptid that's tall, toned, and mentally deranged. It was banished from its colony of Sasquatches to the Badlands because of its malicious and violent history. It's a collector of shiny and unique items of interest which it hauls back to its lair for safekeeping. It may first appear to be kind and caring, but its other personalities often disagree.

TROPHIES

Scrap Collection. The Sasquatch has a vast collection of shiny gizmos and gadgets. Roll 2B6G to discover how much Scrap can be salvaged from its hoard (reroll Spurs).

MELEE ATTACKS

Double Axe Handle (4 Grit)
4G damage

Choke Hold (2 Grit)
2G damage + Trapped [1]

SHORT RANGE ATTACKS

Rock Throw (2 Grit)
2B damage + Dazed [1]

LONG RANGE ATTACKS

Savage Snarl (AOE) (3 Grit)
Afraid [2B]

TOLERANCES

Sweep [2], Afraid [2G], Dazed [1B], Trapped [3B]

FEATURES

Manipulative Eyes. When first approached, the Sasquatch gives off a harmless, human-like demeanor before attacking with an extra +1G regardless of the attack used.

Half-Man. Spending 4 Grit within Arms Reach, the Sasquatch can attempt to steal a target's weapon in a Nerve Challenge Roll. If successful, it steals and can use the weapon. It spends the same weapon Grit cost but with half the dice pool because of its inexperience.

Tuck n' Roll. Twice per day, the Sasquatch can Dodge using 4B without using any Grit. It can choose to do so after an attack roll against it has been made.

FRENZY

Barbaric Assault (13 Health). The Sasquatch leaps at a target within Short Range and uses its Double Axe Handle attack. If the attack is successful, the Sasquatch can leap to another target within Short Range, using the same attack on the second target. There is no Grit cost for the leap and second attack.

KZ: 5-4-9716 SMALL

BARK WATCHER

HEALTH	DEFENSE	SPEED
10	1G	Normal

CHARM	FINESSE	INTUITION	NERVE
2B	3G	2B1G	2B

DESCRIPTION

A well-camouflaged, human-like keeper of the forest that typically lives in groups. It helps those who take care of nature, and hinders those who do not, usually in the form of harmless pranks. It lives in the crevices of trees and blends in perfectly with its tree home. It will always try to flee unless it's forced to fight.

TROPHIES

Spore Pocket. When popped, the small pod explodes into a plume of spores like a smoke screen with a Short Range radius. It will also inflict Dazed [2B] to any target within that range.

MELEE ATTACKS

Bark Slash (3 Grit)
2G damage

Irritating Spores (4 Grit)
2B Damage + Dazed [2]

SHORT RANGE ATTACKS

Splinter Darts (1 Grit)
1B damage

TOLERANCES

Burned [-1B], Electrocuted [1G], Unconscious [2B]

FEATURES

Forest Camouflage. The Bark Watcher gains +1G to Finesse rolls made to be stealthy or hide as long as its in the forest.

Echoes of Nature. The Bark Watcher can mimic the sounds of nature and project them as if coming from anywhere else within Long Range.

FRENZY

Eject All Spores (Event) (4 Health). Spores explode from its skin to produce a plume of particles in the air. It breaks the line of sight between it and its enemies, allowing it to hide or escape. It also inflicts Dazed [2B] to any target within Short Range. When this is triggered, it can no longer use its Irritating Spores attack.

KZ: 4-3-2729 MEDIUM

BLACK WIDOW AND SPAWN

HEALTH	DEFENSE	SPEED
55	1B	Normal

CHARM	FINESSE	INTUITION	NERVE
4G	1B2G	3G	2B

DESCRIPTION

A familiar black-skinned, red-hourglass-decaled spider but the size of a handcart. Its glossy abdomen displays a large white egg sack that's bursting at the seams. This mama will do anything to protect her spawn, including eating the father after conception. Pretty sure she won't stop there either.

TROPHIES

Venom Sack. Located within the Black Widow's abdomen, this venom sack can be removed and used to make 3G anti-venom serums. This serum removes the Lasting Effect from being Poisoned as well as the Black Widow's marked wound.

MELEE ATTACKS

Inject Venom (2 Grit)
2G damage + Poisoned [1]

Wrap Prey (3 Grit)
Trapped [4B]

SHORT RANGE ATTACKS

Web Grenade (AOE) (4 Grit)
Trapped [2B]

Short Web Bolt (2 Grit)
2B damage + Trapped [1]

LONG RANGE ATTACKS

Long Web Bolt (3 Grit)
1B damage + Trapped [1]

TOLERANCES

Sweep [1], Afraid [1G], Poisoned [2B]

FEATURES

Spider Web Nest. When positioned on its webbed nest, the Black Widow gains the benefits of Light Cover.

Red Hourglass. After three rounds have passed, the Black Widow's hourglass begins to faintly glow. The next target who's successfully bitten using the Inject Venom attack, becomes marked with a swollen, red wound. Any attack made against the marked target, is rolled with the Bang! property. This wound can only be cured with the anti-venom serum that comes from the monster's Venom Sack Trophy.

Widower's Kiss. If a target is currently Poisoned or Trapped, the Black Widow gets an extra +1B to its Inject Venom attack made against that target.

FRENZY

Egg Sac Burst (Event) (25 Health). The egg sac on the back of the Black Widow suddenly bursts. An army of little spiders scatter about quickly in a Long Range radius, inflicting Afraid [6B] to all targets within range. The ground becomes Rough Terrains for the next two rounds.

KZ: 9-3-7330 SMALL

BLOODSUCKER

HEALTH	DEFENSE	SPEED
6	-	Normal

CHARM	FINESSE	INTUITION	NERVE
3B	3B	1B	2B

DESCRIPTION

A slimy black leech the size of one's leg that bulges on one side when full of blood. The teeth on both ends of its body latch onto victims with a painless grip. Despite no appendages, the Bloodsucker attacks quickly by launching itself from the mud like a loaded spring.

TROPHIES

Sucker Pouch. The portion of the Bloodsucker's body used to suck up and store blood can now be used for other liquids as a storage container. Squeeze the stomach and slowly lessen your grip to suck up a liquid. Squeeze again to expel said liquid. Holds up to three liters.

MELEE ATTACKS

Blood Latch (2 Grit)
1G damage

Transfusion (4 Grit)
3G damage

SHORT RANGE ATTACKS

Expel Blood (4 Grit)
2B damage + Poisoned [1]

TOLERANCES

Poisoned [1B]

FEATURES

Host-Bound. After rolling at least 1 Hit during either melee attack, the Bloodsucker takes Trapped [1]. To remove it, the player must roll with Nerve, target 3. If successful, roll 1B to see if that player takes any more damage during the removal process.

Parasite. The Bloodsucker has to be latched onto a target with its Blood Latch attack before it can use its Transfusion attack. While attached to a host, it cannot drop below 1 Health.

Numbing Saliva. If the Bloodsucker attacks without first being seen, it uses its saliva to numb the host's body before sinking its teeth into their skin and drinking their blood nearly undetected.

FRENZY

Engorge (1 Health). If attached to a host at 1 Health, its Transfusion attack now costs only 3 Grit.

KZ: 9-0-9245 TINY

BONE-CARVER ANT

HEALTH	DEFENSE	SPEED
6	-	Normal

CHARM	FINESSE	INTUITION	NERVE
1B1G	2B	3B	1B

DESCRIPTION

A glossy black ant roughly the length of a cowboy boot tipped over on its side. While tiny compared to other monsters, they can carry objects 10x their size. You'll typically find them in groups hauling animal, monster, or dinosaur bones back to their nests to feed on the marrow. Or perhaps they're using the bones to lure in a more satisfying meal.

TROPHIES

Carving Mandible. The ant's mandibles are strong and serrated. They can be used to clasp two things together or cut small objects like scissors.

MELEE ATTACKS

Mandible Crush (3 Grit)
2B damage

Animal Femur (4 Grit)
2G damage

SHORT RANGE ATTACKS

Acidic Enzymes (3 Grit)
Poisoned [2B]

TOLERANCES

None

FEATURES

Strength of Ten. The Bone-Carver Ant can carry objects 10x its weight; like an adult human, Small monster, or heavy bone.

Excavator. The ant can move underground through soft dirt or sand. If it does, this Move Action is considered Rough Terrain.

FRENZY

Hive Link (Event) (2 Health). The Bone-Carver Ant taps its mandible on the ground or nearby tree to send vibrations as a distress signal to other ants of its kind. Roll 2G to see how many ants respond to the call and join the fight. It takes the additional ant(s) one round of combat to appear.

KZ: 6-1-3792 **LARGE**

BULL JACKALOPE

HEALTH	DEFENSE	SPEED
52	*1G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
3B	*3B*	*4B*	*4B*

DESCRIPTION

This ain't no fluffy bunny. The Bull Jackalope is a monstrous hare that sports thick, gnarled antlers large enough to skewer a horse. Its powerful hind legs can propel it over most obstructions, even large boulders or protective fort walls, leading its army of tiny jackalopes to bountiful sources of vegetation.

TROPHIES

Lucky Rabbit's Foot. If attached to a mech as a Utility Upgrade, that mech may evade one attack once per day. To use this trophy, announce it before an attack is rolled against the mech.

MELEE ATTACKS

Gnarled Antlers (3 Grit)
2B2G damage

Thumper (2 Grit)
2G damage + Dazed [1]

SHORT RANGE ATTACKS

High Jump (AOE) (4 Grit)
3B damage + Afraid [3]

LONG RANGE ATTACKS

Big Bound (4 Grit)
6B damage

TOLERANCES

Sweep [2], Afraid [1B], Dazed [1B], Trapped [1B]

FEATURES

Sense Fear. The jackalope can choose to reroll one attack die if the target has the Afraid Status.

Little Minions. Once per day, the jackalope can summon its army of Tiny jackalopes to aid in its siege. Doing so topples a barricade wall, mech, or other major structure.

Unquenchable Hunger. Spending 3 Grit, the jackalope pauses to devour any vegetation or food around it. Doing so allows it to recover 6B Health.

FRENZY

Thunderhop (24 Health). The jackalope gets one free Move Action per turn. Any Move Actions taken during its Frenzy inflict Dazed [1B] to any targets within Short Range of where it ends its movement.

KZ: 5-1-4288 **SMALL**

BURROWING MUDBUGS

HEALTH	DEFENSE	SPEED
8	*2G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
1B	*3B*	*2B*	*2B*

DESCRIPTION

A freshwater crawdad that has adapted to living and burrowing in thick mud for shelter. Its bluish-gray exoskeleton protects it from most predators, but the pair of impressive pincers serves as a quick reminder not to mess with this creature. Usually found in groups in muddy environments, this monster will feed on anything walking past its burrow.

TROPHIES

Blue Exoskeleton. The Mudbug's exoskeleton can be made into a two-handed shield granting Heavy Cover to the wielder.

MELEE ATTACKS

Pincer Slash (2 Grit)
1G damage

Pincer Grip (3 Grit)
1G damage + Trapped [2]

SHORT RANGE ATTACKS

Mud Toss (4 Grit)
Trapped [3B]

TOLERANCES

Burned [1B], Trapped [1B]

FEATURES

Burrow Cover. When in its burrow but not completely hidden, the Mudbug benefits from Light Cover.

Sensitive Antennae. Using its antennae, the Mudbug is able to detect scents up to Short Range even when in its burrow. This way it knows exactly when to strike at an approaching target.

Escape Artist. If the Mudbug has the Trapped Status with a Severity between 1-3, it can relieve itself from this Status and escape the trap at the cost of losing one of its legs. When it does, it takes 1G damage. At Trapped 4-6, it takes 2G damage.

Regrow Limbs. If the Mudbug loses a leg or pincer, spend 3 Grit and roll 1B. On an Ace, it regrows its limb and adds 2 to its Health.

FRENZY

Thump (3 Health). Spending 3 Grit, the Mudbug slaps its muscular tail on the ground, creating a loud thump. The sound inflicts the Dazed [2B] status for anyone within Short Range.

KZ: 7-8-0368 **LARGE**

CANADIAN BEAVER BEAR

HEALTH	DEFENSE	SPEED
50	*2G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
3B	*3B*	*4B*	*2B3G*

DESCRIPTION

An industrious but deadly beaver that's tougher than the largest grizzly bear. It can chop down enough trees to dam a wide river in the span of only a few hours, but its buck teeth aren't just used for trees. Those incisors can shear though the steel plating of a mech especially if disturbed near its maze-like, wooden lodge.

TROPHIES

Beaver Bear Tail. The tough leather hide made from the tail is thick and flexible. When crafted into a wearable item, it grants the wearer immunity to the Knockback property.

MELEE ATTACKS

Ax Teeth (3 Grit)
4G damage + Piercing [2]

SHORT RANGE ATTACKS

Forehand Paddle Swing (3 Grit)
3G damage + Dazed [2]

Backhand Paddle Swing (2 Grit)
3B damage

LONG RANGE ATTACKS

Tidal Wave (4 Grit)
5B damage

TOLERANCES

Sweep [2], Afraid [2B], Burned [1G], Trapped [1B]

FEATURES

Aquatic Mammal. The Beaver Bear's movement speed increases to Fast while in water.

Labyrinth Engineer. The Beaver Bear can create cover, collapse bridges, or reroute water with shocking speed. Its lodge is filled with Rough Terrain, but the Beaver Bear is unaffected there.

Paddle Shield. Instead of taking the Dodge Action, the Beaver Bear may spend 1 Grit to use its broad paddle tail as a shield, granting it Heavy Cover.

FRENZY

Dambush (Event) (25 Health). The beaver breaks an upstream dam, flooding the battlefield with raging waters. Roll 1G to determine the outcome for all targets within the flash flood zone. Blank: 6G damage, Spur: Dazed [6B], Hit: 6B damage + Knockback, Ace: Unconscious [6G].

KZ: 5-7-0380 **LARGE**

CARNIVOROUS PINE

HEALTH	DEFENSE	SPEED
38	*3G*	*Slow*

CHARM	FINESSE	INTUITION	NERVE
2B2G	*1B*	*2G*	*6B*

DESCRIPTION

This monstrous pine tree monster feeds off animals in addition to soil, water, and sun. It has a hidden mouth, two thick branch arms, and two root legs, but no eyes. When motionless, it's indistinguishable from the other, non-threatening pines. It lures unsuspecting creatures with its oozing, sweet-smelling sap.

TROPHIES

Sticky Sap. A versatile tree sap that can be used to cement items together, create a watertight seal, or heal wounds. Roll 4B and harvest a portion of sap equal to the number of Hits rolled. Roll 1B if used as a healing item.

MELEE ATTACKS

Root Maw (2 Grit)
2G damage + Trapped [2]

Branch Lash (3 Grit)
2B2G damage

SHORT RANGE ATTACKS

Sap Sling (2 Grit)
2B damage + Trapped [1]

LONG RANGE ATTACKS

Pollen Irritant (AOE) (4 Grit)
Dazed [3G]

TOLERANCES

Sweep [2], Burned [-2B], Electrocuted [Immune], Poisoned [2B]

FEATURES

Scented Pine Sap. An aromatic ultra-sticky sap that lures wildlife in then traps them so the pine can more easily devour its prey without it running away. Before the pine is discovered, any player that's within Short Range must roll with Intuition, target 3. If failed, those players are lured to Arms Reach.

Fortified Tree Bark. Attacks made with fire, hatchets, axes, or similar wood-chopping weapons, bypass the Pine's 4B Defense completely.

Timber. When low on Health and as a last-ditch effort to save the forest, a Carnivorous Pine will try to fall down and kill the threat with all its weight. Once felled, a pine can't get up and will eventually die. Targets in the way of the falling Pine will suffer 6G damage + Trapped [6].

FRENZY

Ensnare (15 Health). Spending 4 Grit, the pine stomps its feet down and roots shoot through the ground, ensnaring two targets and inflicting Trapped [4B].

KZ: 3-2-1447 **SMALL**

CHUPACABRA

HEALTH	DEFENSE	SPEED
20	1B	Normal

CHARM	FINESSE	INTUITION	NERVE
2B2G	2B1G	3B	2G

DESCRIPTION

A wild, hairless dog with spiny, jagged vertebrae running down its back. It looks diseased and growls, foam dripping from its mouth. Mainly preying on farmers' livestock, it quietly creeps into small settlements at night to find an easy meal. Some are solitary, while others prefer to hunt in packs.

TROPHIES

Barbed Spines. If fashioned into an arrowhead or spear tip, it will be difficult to remove once lodged inside a target. The target takes +1B damage to remove a barb.

MELEE ATTACKS

Garras Letales (2 Grit)
1G damage

Mordida Sangrienta (4 Grit)
3B damage + Afraid [1]

SHORT RANGE ATTACKS

Salto Estratégico (3 Grit)
2B damage + Trapped 1]

LONG RANGE ATTACKS

Aullido Aterrador (AOE) (2 Grit)
Afraid [1G]

TOLERANCES

Sweep [1], Afraid [1G], Trapped [1B]

FEATURES

Spinal Deflectors. The Chupacabra's spines help deflect Forstall signals. Intuition rolls made to Scan it must roll with half the dice pool.

Supernatural Genetics. Twice per day the Chupacabra may spend an additional +2 Grit during its turn.

FRENZY

Blood Bath (8 Health). The next Mordida Sangrienta attack does 6B damage and the Chupacabra's Health increases one point for every Hit from that attack.

KZ: 3-9-2404 **LARGE**

DESERT SCORPION

HEALTH	DEFENSE	SPEED
46	4B	Normal

CHARM	FINESSE	INTUITION	NERVE
2B2G	3B	2B	5B

DESCRIPTION

An ambush predator with an armored carapace and barbed stinger that blends seamlessly into the desert terrain. It's a patient hunter, sometimes waiting days in the hot sun for its prey. Two massive pincers hold victims helpless before it stings with deadly poison.

TROPHIES

Venom Chamber. Contained in this bulbous section of the scorpion's tail is a deadly neurotoxin. The player harvesting the chamber will roll with Finesse, salvaging venom to craft a number of Poison Arrows equal to the amount of Hits. These arrows each inflict Poisoned [2].

MELEE ATTACKS

Pincer Vice Grip (3 Grit)
3B damage + Trapped [2]

Venomous Stinger (4 Grit)
4G damage + Poisoned [3]

SHORT RANGE ATTACKS

Scorpion Flail (2 Grit)
2B damage

LONG RANGE ATTACKS

Sand Blast (AOE) (4 Grit)
2B damage + Dazed [2]

TOLERANCES

Sweep [2], Afraid [1B], Burned [1B], Dazed [1B], Poisoned [Immune]

FEATURES

Arid Camouflage. The scorpion's exoskeleton blends into arid environments. If motionless, it can only be seen with a successful Intuition roll, target 4.

Sandveil Vision. The scorpion has multiple eyes, all conditioned for harsh desert storms and blinding sunlight, giving it an additional +1G to Intuition rolls made to search in arid terrain.

Desperate Sting. Add an extra +1G to the scorpion's Venomous Stinger attack if the target has less than 5 Health.

FRENZY

Rapid Molting (20 Health). The scorpion sheds its damaged exoskeleton, subtracting 2B from its Defense but increasing its Speed from Normal to Fast, allowing it to move up to 2 Short Range distances per 1 Grit.

KZ: 3-2-1897 **MEDIUM**

DIRE WOLF PACK

HEALTH	DEFENSE	SPEED
60	1B	Fast

CHARM	FINESSE	INTUITION	NERVE
4G	3B	3G	5B

DESCRIPTION

A group of fierce, blood-red wolves that are more closely related to the Jackal than the Gray Wolf. Its bone-crushing jaws are stronger than that of the Sabertooth Mountain Lion despite being half its size. Dire Wolves hunt in packs to take down extremely large prey and aren't afraid to scavenge among human settlements either.

TROPHIES

Dire Wolf Pelts. If each member of the posse is wearing a Dire Wolf Pelt when the Afraid Status is inflicted upon them, they can roll with an additional +1B to relieve the Status (no additional Grit required).

MELEE ATTACKS

Alpha Bite (4 Grit)
4G damage

Flanking Claws (2 Grit)
2G damage

SHORT RANGE ATTACKS

Leap and Latch (3 Grit)
3B damage + Trapped [1]

LONG RANGE ATTACKS

Chilling Howl (AOE) (3 Grit)
Afraid [1B1G]

TOLERANCES

Sweep [1], Afraid [2B], Trapped [1B]

FEATURES

Power of the Pack. Any attacks made at Arm's Reach against the Dire Wolf Pack allow the wolves to make an immediate retaliation. Deal 2B damage to the attacking target with no Grit cost.

Strength in Numbers. When the pack's Health is above 30 (its Frenzy), add +1B to any damage or Status-inflicting rolls. When its Health is 30 or below, subtract -1B or -1G from any damage or Status-inflicting rolls.

FRENZY

Fearsome Pack (30 Health). The Dire Wolf pack now inflicts Afraid [1] with each damage-dealing attack.

KZ: 3-7-8089 **MEDIUM**

DUSTING MOTH

HEALTH	DEFENSE	SPEED
42	-	Normal

CHARM	FINESSE	INTUITION	NERVE
2B1G	4B	3B	2B

DESCRIPTION

A horse-sized moth with wings textured like the bark on a tree. As it flies in the night, attracted to light, it leaves a wake of toxic dust that people react differently to. When a target is pacified, then it uses its needle-like tongue to drink their innards.

TROPHIES

Moth Dust. Enough dust can be collected from the Dusting Moth's wings to fill two small pouches. For each pouch filled, roll 1B to determine what Status (2B severity) would be inflicted if thrown at a target (2 Grit): Blank = Poisoned, Spur = Trapped, Hit = Dazed, Ace = Unconscious.

MELEE ATTACKS

Needle Tongue (3 Grit)
1G damage + Trapped [2]

Feeding Time (4 Grit)
3G damage

SHORT RANGE ATTACKS

Moth Dust (AOE) (3 Grit)
Status [2B]

LONG RANGE ATTACKS

Dusting Dive (3 Grit)
2G

TOLERANCES

Sweep [1], Afraid [1B], Poisoned [2G], Unconscious [2B]

FEATURES

Drawn to Light. If a flashlight, campfire, or other light source is within Short Range of the moth, it becomes distracted. Any Skill rolls are made with one less die.

Dust Selection. When using its Moth Dust attack, the moth may choose to inflict one of the following four Statuses: Poisoned, Dazed, Trapped, or Unconscious [2B].

Gift of Flight. The moth gets one free Move Action per turn. No Grit cost needed.

FRENZY

Dust Storm (Event) (25 Health). The moth flies around in a frenzy above the players' heads. Its Moth Dust attack now targets anyone within Long Range, and grants one free attack to be used immediately.

KZ: 8-9-1523 **MEDIUM**

FERAL HOG CYCLOPS

HEALTH	DEFENSE	SPEED
45	*2B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
4B	*2B*	*1B1G*	*5G*

DESCRIPTION

A wild pig with four sharp tusks, one large eye, and a hot temper. Its visible ribs indicate the dire need for any sustenance. It can sometimes be found decimating crop fields or digging into homestead cellars looking for food.

TROPHIES

Hogwild Jerky. The hog's pork belly meat is the best you've ever tasted. If smoked and eaten, gain +2 temporary Max Health for one hour. Roll 6B6G to determine how many servings of jerky can effectively be preserved before the meat goes bad (reroll any Spurs). Limited to +2 temporary Max Health per hour, cannot be stacked.

MELEE ATTACKS

Razor Tusks (2 Grit)
2G damage

Goring Charge (4 Grit)
5B damage

SHORT RANGE ATTACKS

Root and Toss (3 Grit)
2B damage + Trapped [1]

LONG RANGE ATTACKS

Display of Aggression (AOE) (3 Grit)
Afraid [2B]

TOLERANCES

Sweep [1], Afraid [2B], Burned [2B], Poisoned [1B], Trapped [1B]

FEATURES

Overturn Earth. The hog can spend 4 Grit to overturn the dirt, rocks, and other surroundings to create Rough Terrain in a Short Range radius around it.

Wild Boar. Add +1G to the hog's Goring Charge attack for each consecutive Move Action taken before the attack.

Burning Temper. During the hog's Frenzy, it can add the Bang! property to all attacks during a single turn.

FRENZY

Hogwild (18 Health). The hog's temper increases as its scraggly red hair catches fire, nostrils exhale black smoke, and its one eye becomes hyper focused on its targets. The hog gains 2 free Move Actions per turn and each of its melee attacks also inflict Burned [1].

KZ: 6-8-6549 **SMALL**

FIREFOX

HEALTH	DEFENSE	SPEED
16	*1B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
2B	*3G*	*3B*	*1B1G*

DESCRIPTION

A furry red fox with a bushy tail that flickers with radiant flames. It's the size of a large timber wolf but moves with a graceful silence as it stalks its prey. If threatened, the Firefox will use its blazing tail to create a barrier between itself and its opponent. During the dry season, this tends to cause a problem or two on the Great Plains for westerners and wildlife alike.

TROPHIES

Firefox Pelt. A flame-resistant pelt that if made into clothes, grants the wearer +1B to rolls attempting to relieve the Burned Status.

MELEE ATTACKS

Searing Bite (3 Grit)
2G damage + Burned [1]

SHORT RANGE ATTACKS

Ember Spray (3 Grit)
Burned [3]

TOLERANCES

Burned [Immune]

FEATURES

Control Flames. The Firefox can extinguish and reignite the flames on its tail. When stalking prey or hiding, it will extinguish its tail until ready to attack.

Fire Barrier. Spending 4 Grit, the Firefox can create a line or circle barrier of fire for two rounds at Short Range. Any creature passing through the fire is Burned [1B].

Burning Balm. The Firefox gains 1G Health if it ends its turn standing in an actively burning fire.

Soaked Fur. If drenched with water, the Firefox must spend 2 Grit to reignite its flaming fur before its attacks can Burn again.

FRENZY

Wildfire (Event) (8 Health). The Firefox combusts entirely into a flaming frenzy of chaos. Each enemy within Short Range is Burned [3B]. Additionally, the Firefox's Defense increases to 2B.

KZ: 7-5-8351 **MEDIUM**

GIANT CENTIPEDE

HEALTH	DEFENSE	SPEED
23	*2B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
2B	*3B*	*3B*	*4B*

DESCRIPTION

A long, flat critter said to have 100 legs. Each body segment is layered with an armor-like carapace, making it difficult to take down. The centipede can typically be found under rocks during the day or hunting at night. Its pair of forcipules deliver a painful, paralyzing bite especially when enraged.

TROPHIES

Carapace Section. If fashioned into basic armor, it grants the wearer +1B to their Defense, plus it's lightweight enough that your movement speed remains Normal.

MELEE ATTACKS

Forcipules (3 Grit)
2B damage + Poisoned [2]

Grapple Prey (1 Grit)
Trapped [1B]

SHORT RANGE ATTACKS

Carapace Slam (3 Grit)
3B damage

TOLERANCES

Sweep [1], Burned [-1B], Poisoned [2B], Trapped [1B]

FEATURES

Creepy Crawly. The centipede isn't considered Fast, however, it can move multiple sections of its body at once. For example, the front half and the back half. Doing so doesn't require more Grit to take the Move Action.

Burrower. The centipede may use a Move Action to travel through the earth as if it were Rough Terrain (double Grit cost). While underground, it cannot be the target of an attack made above ground.

FRENZY

Paralysis (12 Health). When using its Forcipules attack to inject venom into its prey, the centipede inflicts Trapped [2] in addition to the Poisoned Status.

KZ: 2-6-3598 **LARGE**

GOLDEN BEAR

HEALTH	DEFENSE	SPEED
79	*1B1G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
5B	*1B2G*	*2G*	*6G*

DESCRIPTION

A rare sight to behold, the Golden Bear is not only known for its size and power, but also its skill. The beast moves with purpose, watching from a distance before it attacks. But when it does, trees will topple, boulders will crush, and wildlife will surrender. Heaven help the person who doesn't.

TROPHIES

Golden Pelt. If crafted into a wearable item, this Golden Pelt demands respect for its wearer. Increase all Reputations by one level.

MELEE ATTACKS

Maul (4 Grit)
6B damage + Dazed [2]

Bite of the Bruin (2 Grit)
3G damage

LONG RANGE ATTACKS

Deafening Roar (AOE) (3 Grit)
2B damage + Afraid [2]

TOLERANCES

Sweep [2], Afraid [2G], Burned [1B], Trapped [2B]

FEATURES

Watchful Eyes. The Golden Bear knows most of the goings on in its territory. This knowledge allows it to never be the target of a surprise attack before combat begins, forcing the attackers to roll with Finesse to determine turn order as normal.

Leveling Tackle. After making a successful Bite of the Bruin attack, the bear can spend 1 extra Grit to knock the target to the ground, regardless of size.

Unrelenting Beatdown. If the bear reduces a target's Health to 6 or lower when using its Maul attack, it also inflicts Unconscious [1].

FRENZY

Full Sovereignty (35 Health). The bear becomes Immune to the Afraid, Dazed, and Unconscious Statuses. Additionally, the Bear's Sweep Tolerance increases to 4.

KZ: 5-6-3746 **HUGE**

GRAND CANYON TARANTULA

HEALTH	DEFENSE	SPEED
96	*2B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
5B	*3B*	*4G*	*5B*

DESCRIPTION

A shadow that creeps along the canyon walls, the black Tarantula is unnervingly huge, hairy, and hungry. The only crevices big enough to hide this beast are in the Grand Canyon, where rotting flesh can be smelt before any sign of the spider is seen. If the cliffs seem too quiet and rocks seem to breathe, you can be sure it's already watching.

TROPHIES

Tarantula Fangs. The internal mechanism of these fangs can be repurposed as a Venom Injector Melee Weapon Utility Upgrade. The fangs are durable, but the venom must be harvested separately.

MELEE ATTACKS

Piercing Fangs (2 Grit)
2G damage + Poisoned [2] + Piercing [2]

SHORT RANGE ATTACKS

Hairy Leg Sweep (3 Grit)
6B damage

LONG RANGE ATTACKS

Corrosive Venom (4 Grit)
6B damage + Poisoned [3]

Explosive Pounce (3 Grit)
4B damage + Trapped [3]

TOLERANCES

Sweep [3], Afraid [2B], Poisoned [3B], Trapped [2B]

FEATURES

Chasm Skitter. The tarantula can walk with ease on vertical surfaces and cavern ceilings. Twice per day, it can disappear down a slot canyon and reappear behind a target within Long Range. No Move Action required.

Metal Corrosion. If the tarantula's Corrosive Venom attack deals 5 or more damage to a mech, it also reduces that mech's Defense by 1B.

Subtle Vibrations. The tarantula is able to detect subtle vibrations in the ground and react at lightning speeds. When the Tarantula is the target of a Short Range attack, it can roll with an additional +1B for Defense.

FRENZY

Forced Deceleration (50 Health). Any targets that have been Poisoned and still have its Lasting Effect applied now feel the poison attacking their nervous system. These targets move at a Very Slow speed when taking the Move Action.

KZ: 5-0-8743 **LARGE**

GREAT GOLDEN ELK

HEALTH	DEFENSE	SPEED
72	*1G*	*Fast*

CHARM	FINESSE	INTUITION	NERVE
2G	*5B*	*5B*	*2B2G*

DESCRIPTION

This thick-shouldered and powerful creature has a shimmering coat of golden fur. Its large, golden antlers glimmer with a warm glow, and its booming call has a beautiful metallic clinking undertone. Hunter campfire stories say that every time a golden elk is born, so is its hunter. A hunter's life purpose is to find their golden elk.

TROPHIES

Golden Elk Antlers. If the antlers are carved into gun, bow, or melee weapon grips or furniture, spend an extra 1 Grit on the attack to also inflict Dazed [2]. Twice per day.

MELEE ATTACKS

Golden Antlers (2 Grit)
3G damage

SHORT RANGE ATTACKS

Blink Dash (3 Grit)
5B2G damage

LONG RANGE ATTACKS

Blinding Flash (AOE) (2 Grit)
Dazed [1G]

TOLERANCES

Sweep [1], Trapped [2B], Unconscious [1B]

FEATURES

Quiet and Concealed. To successfully track down the Golden Elk, a player must get a 6 or higher on their Intuition roll. Otherwise, they may only find evidences of its existence.

Metallic Sheen. The Golden Elk may choose to inflict Dazed [1B] on its attacker instead of rolling its 1G Defense.

A Sight to Behold. Any ranged attacks made against the Golden Elk are done with less accuracy. The attacker must use Black dice in place of any Gold dice.

FRENZY

Elusive Elk (25 Health). The Golden Elk fears for its life and attempts to escape in the blink on an eye. Spend 4 Grit and roll 1B. If a Hit or Ace is rolled. The elk escapes from the encounter.

KZ: 4-2-3504 **MEDIUM**

GREAT HORNED OWL

HEALTH	DEFENSE	SPEED
50	*1G*	*Fast*

CHARM	FINESSE	INTUITION	NERVE
4B	*3B*	*5G*	*2B1G*

DESCRIPTION

An owl of ancient origin with a 15-foot wingspan and two crooked antlers atop its head. The owl is nocturnal and most effectively hunts at night. With its soft feathers, the owl is completely silent during flight, striking prey without warning and impaling them with its terrible talons.

TROPHIES

Owl Feathers. If the owl's feathers are fashioned into a cloak, the wearer will receive +1G to Finesse rolls made to sneak at night.

MELEE ATTACKS

Talon Air Strike (4 Grit)
3B damage + Trapped [3]

Antler Skewer (2 Grit)
2G damage

SHORT RANGE ATTACKS

Tempestuous Wings (AOE) (2 Grit)
Dazed [1G]

LONG RANGE ATTACKS

Intimidating Wingspan (AOE) (3 Grit)
Afraid [1B1G]

TOLERANCES

Sweep [1], Afraid [1B], Trapped [1G]

FEATURES

Silent Stalker. When flying, the owl is completely silent, allowing it to sneak up on its prey. Add +2B to Finesse rolls made to determine the turn order.

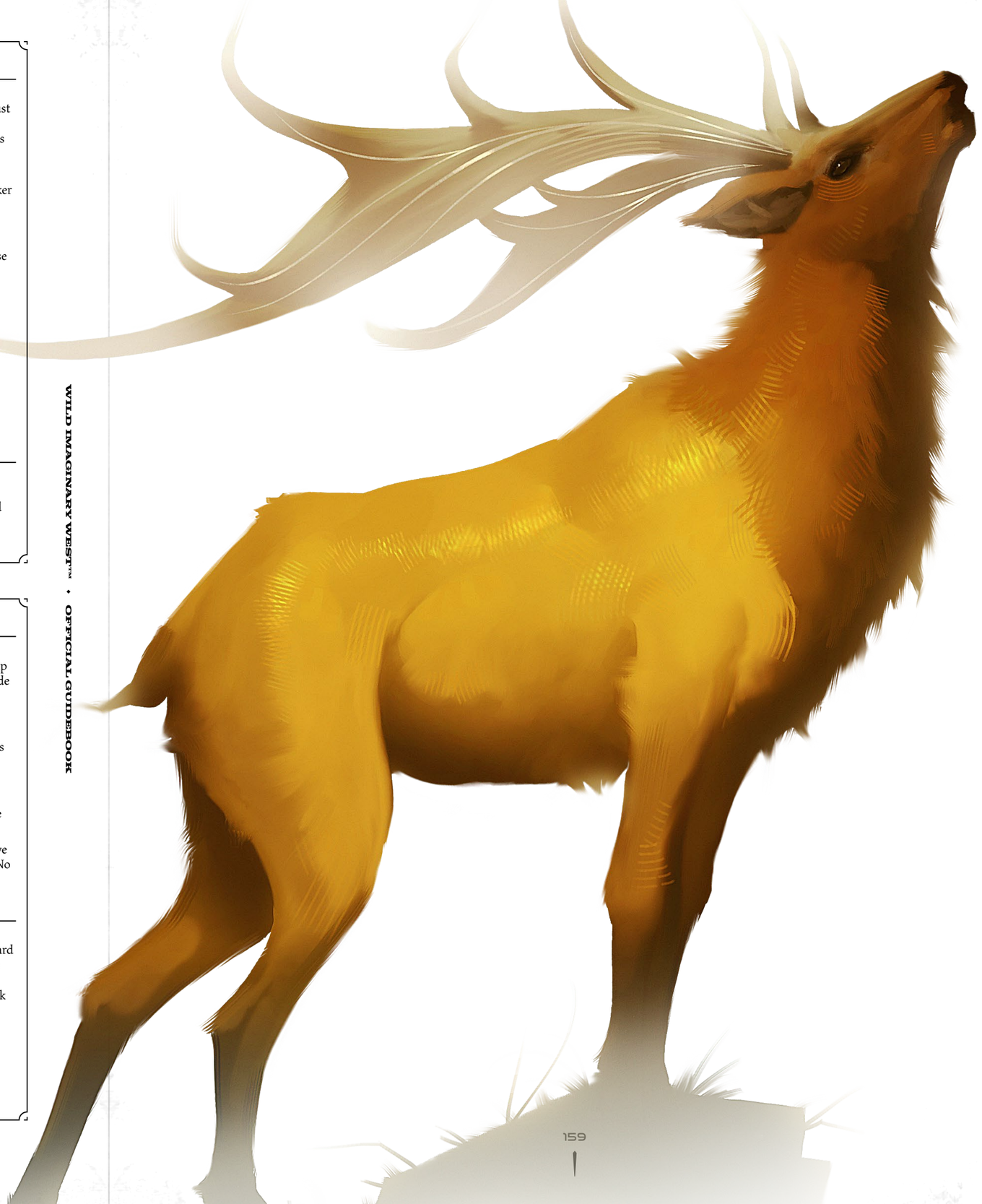
Ancient Gaze. Spending 4 Grit, the owl uses its majestic presence to draw in its prey. Anyone within Long Range, moves one Short Range distance closer to the monster.

Nocturnal Hunter. If fighting the owl at night, any of its attacks using Black dice are instead rolled with Gold.

Gift of Flight. The owl gets one free Move Action per turn when flying in the air. No Grit cost needed.

FRENZY

Sky Bomb (Event) (20 Health). The owl takes to the skies returning in a downward spiral attack. It swoops after two targets within Short Range of each other, bypassing any Dodge actions. The attack deals 4G damage to each of the targets before returning to the sky.



KZ: 3-8-3621 **LARGE**

HORNED LIZARD

HEALTH	DEFENSE	SPEED
54	3B	Normal

CHARM	FINESSE	INTUITION	NERVE
3G	3B	3B	2B2G

DESCRIPTION

A rugged reptilian with spiny, armored skin tougher than the thickest leather. Settlers have often mistaken it for a pile of stones, only to realize too late that those rocks have a sticky tongue and blood-shot eyes. When cornered, those eyes eject streams of foul, poisonous blood.

TROPHIES

Blood Pouch. This vessel has a small opening, capable of ejecting any liquid (like toxic poisons or flammable alcohol). Spend 3 Grit and roll 2B to squirt a target within Short Range, inflicting a Status relevant to the chosen liquid.

MELEE ATTACKS

Swallow Prey (3 Grit)
2G damage + Trapped [3]

Spiked Body Slam (4 Grit)
6G damage

SHORT RANGE ATTACKS

Tongue Lash (3 Grit)
4B damage

LONG RANGE ATTACKS

Bloodshot Eyes (4 Grit)
5B damage + Poisoned [3]

TOLERANCES

Sweep [2], Afraid [1G], Poisoned [2B], Trapped [1B]

FEATURES

Toxic Circulation. Each time the lizard makes a successful Bloodshot Eyes attack, it gains an additional +1B for its next Bloodshot Eyes attack.

Environmental Camouflage. The lizard's rocky hide blends into arid environments. If motionless, it can only be seen with a successful Intuition roll, target 5.

Spiked Skin. Melee Attacks made against the lizard within Arm's Reach trigger a unique reaction of self-preservation. After such an attack is made, roll 2B. The attacker takes damage equal to the number of Hits.

FRENZY

Blood Boil (38 Health). The Horned Lizard's blood pressure spikes and its Sweep Tolerance increases by 2. Additionally, its Bloodshot Eyes attack now also inflicts Burned [1].

KZ: 0-9-5742 **TITAN**

HUNDRED-YEAR HYDRA

HEALTH	DEFENSE	SPEED
125	4B	Normal

CHARM	FINESSE	INTUITION	NERVE
7G	4G	4G	4B4G

DESCRIPTION

A five-headed serpent with four dinosaur-like legs and a tail covered in thick black scales. Skeptics say it's a European myth but deep underground it sleeps, resurfacing every one-hundred years to satisfy its unquenchable hunger. Each head is deadly in its own unique way, making the Hydra a terrifying titan to face even when well-prepared.

TROPHIES

Elemental Vessel. If made into a quiver, this Vessel grants each arrow stored in it one Status [3] effect according to which of the five heads it comes from: Burned, Dazed, Trapped, Afraid, or Poisoned.

MELEE ATTACKS

Obliterate (4 Grit)
6B6G damage

SHORT RANGE ATTACKS

Dragon's Breath (2 Grit)
2B2G damage + Status [2]

Tail Skewer (3 Grit)
6B damage

LONG RANGE ATTACKS

Elemental Spray (AOE) (2 Grit)
3B damage + Status [1]

TOLERANCES

Sweep [4], Afraid [Immune], Burned [2B], Dazed [1B], Electrocuted [1B], Poisoned [2B], Trapped [Immune], Unconscious [1B]

FEATURES

Five Heads. When using its Dragon's Breath or Elemental Spray attacks, pick one of the following five Statuses to inflict: Burned, Dazed, Trapped, Afraid, or Poisoned.

Legendary Tales. Any target within sight of the hydra immediately recalls tales they've heard of such a beast. Each of these targets starts the combat encounter with Afraid [6G].

Dino Descendent. As a descendant of long-living reptiles, twice per day, the hydra may choose to ignore any damage or Statuses inflicted from a single attack.

FRENZY

The Dark Lair (Event) (80 Health). The hydra uses its weight to collapse the battlefield, dropping itself and its targets deep underground into The Dark. Here, the Hydra doesn't feel the effects of a Forstall and all attacks made against it are rolled with one less die.

Double or Nothing (30 Health). The hydra loses one of its heads in the skirmish, but two more emerge in its place. Now all of its attacks cost one less Grit.

KZ: 7-7-2461 **SMALL**

INVASIVE WOODPECKER

HEALTH	DEFENSE	SPEED
25	-	Normal

CHARM	FINESSE	INTUITION	NERVE
1B1G	1B2G	3B	1B1G

DESCRIPTION

A destructive bird with a crimson crest that bristles when it's agitated. It measures as large as a piano at the local saloon and can be found near settlements, construction sites, machinery, and other places with consistent percussion. Its preferred demolition tool is a sharp, chisel-like beak that can penetrate not only wood but also metal to a certain thickness. Mechs beware!

TROPHIES

Drill Beak. When used as a weapon or Melee Attachment Upgrade, spend 1 Grit to do 1G damage with Piercing [1] at Arm's Reach.

MELEE ATTACKS

Power Drill (2 Grit)
1G damage + Piercing [1]

Talon Strike (3 Grit)
2B damage

SHORT RANGE ATTACKS

Bristle Crest (AOE) (3 Grit)
Dazed [1G]

LONG RANGE ATTACKS

Daring Swoop (4 Grit)
2B damage + Dazed [2]

TOLERANCES

Dazed [2B]

FEATURES

Destructive Nature. Only the first Power Drill attack in each turn costs 2 Grit. Any additional Power Drill attacks in the same turn cost 1 Grit.

Percussive Blast. Spending 3 Grit, the woodpecker can hammer vibrations through the ground, knocking any target down within Long Range.

Gift of Flight. The woodpecker gets one free Move Action per turn when flying in the air. No Grit cost needed.

FRENZY

Jackhammer (12 Health). The Woodpecker's Power Drill attack now does Piercing [3] and it gains +1B to its Defense.

KZ: 8-7-4426 **HUGE**

KING COTTONMOUTH

HEALTH	DEFENSE	SPEED
102	*1B2G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
5G	*4B*	*3B*	*2B5G*

DESCRIPTION

If the sheer sight of this semi-aquatic creature doesn't kill you, its venom is sure to get the job done. This enormous pit viper dominates the food chain in the southern U.S. near rivers and lakes. The magnificent snake often brandishes its gigantic white maw to instill fear in its prey.

TROPHIES

White Death Lure. When put on display as a Mech Utility Upgrade, the white jaws of the Cottonmouth create a flash of visual impairment and intimidation. Twice per day, all creatures in line of sight and within Short Range of the Lure gain Dazed [1] and Afraid [2].

MELEE ATTACKS

Viper Fangs (2 Grit)
3G damage + Dazed[1] + Poisoned[1] + Trapped[1]

Lockjaw (4 Grit)
8B damage + Trapped [3]

SHORT RANGE ATTACKS

Coiled Strike (3 Grit)
3B3G damage + Dazed[1] + Poisoned[1] + Trapped[1]

Poisonous Mists (AOE) (3 Grit)
Poisoned [5B]

LONG RANGE ATTACKS

Cottonmouth Grin (AOE) (3 Grit)
Afraid [4B]

Venom Spit (4 Grit)
3B3G damage + Poisoned[1] + Trapped[1] + Dazed[1]

TOLERANCES

Sweep [3], Afraid [Immune], Poisoned [Immune], Trapped [3G]

FEATURES

Wound Up. Ready to strike first, the cottonmouth gains +3G to Finesse rolls made to determine turn order.

Territorial Defender. When fighting in water, the cottonmouth gains a Tolerance to the Burned Status equal to [2B], and its movement speed increases to Fast.

Heat Sensing Pit. The cottonmouth's sight is not affected by darkness, due to its sensory organs that detect warm-blooded prey. It also gains +2B to Intuition rolls made to track or search in darkness.

FRENZY

Venom's Crown (45 Health). If an attack that would inflict the Poisoned Status is made against a target that is already Poisoned, the Status Severity increases as normal, but they also gain Burned [1].

KZ: 9-4-0116 **LARGE**

LAKE GUARDIAN MOOSE

HEALTH	DEFENSE	SPEED
61	*1G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
2B2G	*3B*	*6G*	*3B*

DESCRIPTION

This towering sentinel is a living force of nature, bound to the lake it calls home, with dominion over wildlife and water. The moose is even said to pacify all those who hunt it, luring them into the lake where they take their last breath. Tall tales they may be, but no one is willing to find out for themselves.

TROPHIES

Moose Antlers. When displayed as a Mech Utility Upgrade, all Small and Tiny creatures within Short Range become passive and calm. They will not attack unless provoked. Attacking or using Forstalls in this range will nullify this aura.

MELEE ATTACKS

Drown Victim (4 Grit)
5B damage + Unconscious [2]

Wistful Thrash (2 Grit)
3G damage

SHORT RANGE ATTACKS

Guardian Gaze (2 Grit)
2G damage + Afraid [1]

LONG RANGE ATTACKS

Existential Gravity (AOE) (3 Grit)
Dazed [2B]

TOLERANCES

Sweep [2], Afraid [Immune], Burned [1G], Electrocuted [-1B], Unconscious [2B]

FEATURES

Hypnotizing Presence. When the moose's Existential Gravity attack rolls at least 1 Hit, the affected players are not only Dazed but are pacified by the monster's majesty. They are immediately drawn closer to it by one Short Range distance, even if they are currently Afraid.

Feared Cryptid. Targets take Afraid [1] at the start of each turn if within Short Range of the moose. If they are already Afraid, add +1 to the Status Severity.

Mystic Dodge. Twice per day, the moose may choose to Dodge one attack completely and mysteriously. This may be decided after the damage is rolled.

FRENZY

Summon Wildlife (Event) (30 Health). The wildlife around the lake answers to the moose's silent call. Any targets within Long Range are overwhelmed, dropping their maximum Grit to 3 for two rounds of combat.

KZ: 2-7-3249 TINY

LATCHER

HEALTH	DEFENSE	SPEED
3	*-*	*Slow*

CHARM	FINESSE	INTUITION	NERVE
1B	*2B*	*1B*	*1B*

DESCRIPTION

A long-jumping, tick-like monster about the size of an 8 oz. can of beans. Its razor-sharp pincers cut easily into human and animal skin, as it burrows deep into muscle tissue. Bacteria and offspring infect the wounds while it aggressively drinks up blood from its newest host. Where there's one, there are many.

TROPHIES

Latcher Head. The head alone is of little value but it can be crushed and ground into a powder for antidotal purposes. When used as such, add 1B to your next Nerve roll intended to relieve the Poisoned Status.

MELEE ATTACKS

Latch (3 Grit)
1B damage

Inject Bacteria (4 Grit)
1G damage + Poisoned [1]

TOLERANCES

None

FEATURES

Blood is Life. For every Ace rolled on an attack, the Latcher gains one Health up to a temporary maximum of 5 Health.

Long Jumper. The Latcher moves by jumping near-silently up to Short Range instead of crawling slowly from sagebrush to sagebrush.

Detached Head. If the Latcher is pulled out of the skin with a successful Nerve roll, target 2, its body will dislodge freely, but its head will remain inside. To pull the head out, it can be done without a roll but will deal another 1B damage to the player during removal.

FRENZY

Little Latchers (Event) (1 Health). If reduced to 1 Health but not killed, roll 1B. For each Hit, the Latcher lays one egg under the skin. The wound will fester as the eggs hatch into larvae roughly one day later. A fully grown Latcher will emerge from the same wound in about 24 hours if not removed beforehand.

KZ: 8-1-7279 TINY

LIGHTNING BUG

HEALTH	DEFENSE	SPEED
6	*1B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
2B	*2B*	*2B*	*1B*

DESCRIPTION

This flying insect has a bioluminescent abdomen that generates electricity through a chemical reaction. Groups of them flicker together at night, docile unless provoked. If danger is near, they release loud sparks as a warning signal before attacking.

TROPHIES

Bioluminescent Abdomen. This monster part can be either used to recharge a Forstall battery up to 2 Charges, or can be shaken to illuminate a Short Range area around it for 10 minutes at a time like a lantern (limited to 10 uses before the chemicals inside no longer react to the agitation).

MELEE ATTACKS

Spark Bite (3 Grit)
1G damage + Electrocuted [1]

SHORT RANGE ATTACKS

Electric Arc (4 Grit)
2B damage + Electrocuted [1]

Blinding Glow (AOE) (4 Grit)
Dazed [2B]

TOLERANCES

Electrocuted [Immune]

FEATURES

Shocking Defense. If the Lightning Bug is attacked at Arm's Reach with a conductive material, the Bug will take the damage but immediately inflict the Electrocuted [1B] Status on the attacker.

Short Circuit. When the Lightning Bug drops to 0 Health, it explodes like a short-circuited battery. Each target within Short Range takes 1G damage + Electrocuted [1].

Gift of Flight. The Lightning Bug gets one free Move Action per turn when flying in the air. No Grit cost needed.

FRENZY

Shock Dash (2 Health). A new Long Range attack costing 4 Grit where the Lightning Bug charges up its electrical ions and bolts towards an opponent in the blink of an eye and with a thunderous crack. It deals 2G damage plus Electrocuted [3], then zips back to where it was initially.

KZ: 8-0-7731 **MEDIUM**

LIVEWIRE MUDCAT

HEALTH	DEFENSE	SPEED
41	1G	Normal

CHARM	FINESSE	INTUITION	NERVE
3B	2B	3B	4G

DESCRIPTION

A bottom-dwelling catfish with an appetite for anything smaller than itself. Its slimy, brown skin allows it to easily glide up to prey undetected or hide in the silt below. Electrified whiskers hang from the Mudcat's mouth, able to create electrical currents that stun nearby prey.

TROPHIES

Taser Whiskers. The Mudcat's electrified whiskers can be lashed together as a whip. Be sure to wrap a non-conductive material around it for a handle. Spend 3 Grit to deal 2B damage + Electrocuted [1] at Arm's Reach.

MELEE ATTACKS

Inhale Prey (4 Grit)
Trapped [4B]

Whisker Jolt (4 Grit)
3B damage + Electrocuted [2]

SHORT RANGE ATTACKS

Tail Slap (2 Grit)
2B damage

LONG RANGE ATTACKS

Electric Pulse (AOE) (3 Grit)
1G damage + Electrocuted [1]

Water Blast (2 Grit)
2B damage

TOLERANCES

Sweep [1], Burned [2B], Electrocuted [Immune]

FEATURES

High Voltage. Twice per day, the Mudcat may choose to inflict an additional +2 to the Electrocuted Status caused by one of its attacks.

Swallow. Once a target is Trapped from the Inhale Prey attack, they must free themselves before the end of their next turn. Otherwise, they are swallowed and Captured (unable to take any actions). They lose 3 Health on every following turn until freed or dead.

FRENZY

Lightning Burst (Event) (20 Health). Electricity charges up to dangerous levels, releasing scattered lightning. Any target within Long Range takes 2G damage + Electrocuted [3].

KZ: 3-6-6004 **TINY**

LUMBERJACK MOUSE

HEALTH	DEFENSE	SPEED
7	-	Normal

CHARM	FINESSE	INTUITION	NERVE
1B	3G	2G	1G

DESCRIPTION

A furry rodent as big as a bobcat. It has beady red eyes and two big buck teeth for chewing through trees. The mouse uses wood shavings to insulate its den, making it warm for hibernation. Westerners have journaled about infestations of these mice wreaking havoc on the town's wooden infrastructure and making nests in the cellars or attics of homes.

TROPHIES

Buck Teeth. Two teeth shaped perfectly for chipping away bark. When using these teeth as a wood carving tool, swap out one black die for gold on any Finesse roll related to carpentry or woodcarving.

MELEE ATTACKS

Sawtooth (4 Grit)
2G damage

Scratch (3 Grit)
1B damage

SHORT RANGE ATTACKS

Dash and Gnash (4 Grit)
1B damage

TOLERANCES

None

FEATURES

Make a Hole. A Lumberjack Mouse can easily make its way through wood objects like doors, floors, and barricades, but this is Rough Terrain for the mouse.

Sawdust Plume. Once per day, the mouse may choose to shake out its sawdust-covered fur to create a plume of dust in a Short Range radius around it. This grants the mouse Light Cover for one round but doesn't grant any players cover. No Grit cost is required to use this ability.

FRENZY

Structural Failure (Event) (3 Health). The Lumberjack Mouse finds the nearest wooden tree or post, chews through it, and positions the object to fall on top of the closest target. That target takes 2B damage + Trapped [2]. The target must be within Short Range to be affected.

KZ: 1-6-2078 **MEDIUM**

LURKING MOSS

HEALTH	DEFENSE	SPEED
30	-	Slow

CHARM	FINESSE	INTUITION	NERVE
3B	2B1G	2B	2B

DESCRIPTION

A conglomerate of mosses formed into a deep-breathing mound. It easily camouflages into forest, mountain, or wetland terrain then tries to smother anyone or anything that passes by. By staying still in one spot, it can go without food for months, but it prefers to stay fed by lying in wait near frequent game trails.

TROPHIES

Moss Camouflage. If fashioned into a ghillie suit, the wearer may gain +2B to Finesse rolls made to hide or be stealthy while in a forested, mountainous, or marshy environment.

MELEE ATTACKS

Smother (4 Grit)
3B damage + Trapped [3]

SHORT RANGE ATTACKS

Nettle Whip (2 Grit)
2B damage + Poisoned [1]

LONG RANGE ATTACKS

Moss-Rock Sling (3 Grit)
2B damage

TOLERANCES

Burned [-1B], Electrocuted [2B], Poisoned [1G], Trapped [1B]

FEATURES

Hidden Snares. Using what nature has provided, the Lurking Moss has prepared up to three traps around its hiding place. When another player takes the Move Action, you may choose to roll 1B. On a Hit or an Ace a well-camouflaged 2B trap is triggered inflicting the Trapped Stats equal to the total number of Hits rolled.

Shape Shifter. The Lurking Moss doesn't have one single form. It can arrange itself to look like thick moss on a tree, log, rock, or other object, making it Very Difficult (target 5) to find.

Damp or Dry. If the Lurking Moss is in a wet environment, it has a 2B tolerance when rolling off the Burned stats. Otherwise, it remains a -1B.

FRENZY

Overgrowth (12 Health). The Lurking Moss doubles in size as it collects branches, leaves, and grass from its environment (now a Large monster). It increases its Defense by +1G, Sweep Tolerance by 1, and all attacks by 1G.

KZ: 1-2-2157 **HUGE**

MISSISSIPPI LOBSTER

HEALTH	DEFENSE	SPEED
77	4G	Normal

CHARM	FINESSE	INTUITION	NERVE
2B2G	2B	3B	3B3G

DESCRIPTION

An armored creature that lurks beneath the murky waters of the Mississippi. It appears red at the pincers, blue at its tail, and brownish-purple in between. The Lobster's favorite meal is not found among the bottom vegetation but is typically delivered on a platter that floats on the surface. Boats beware!

TROPHIES

Lobster Shell. When crafted into armor, the lobster shell grants the wearer +2G Defense. The armor is light enough that it doesn't increase the wearer's Grit cost when taking the Move Action.

MELEE ATTACKS

Cutter Claw (2 Grit)
3G damage

Crusher Claw (4 Grit)
4B4G damage + Dazed [2]

SHORT RANGE ATTACKS

Mud Fling (AOE) (3 Grit)
Trapped [3B]

LONG RANGE ATTACKS

Claw Bash (AOE) (3 Grit)
Afraid [2B]

TOLERANCES

Sweep [2], Afraid [2B], Burned [3B]

FEATURES

Regenerative Health. If the lobster takes 12 or more damage during a single round, roll 4B at the start of its turn. The lobster regains Health equal to the number of Hits rolled.

Blue Blooded. If successfully attacked at Arm's Reach, the lobster's alien-like blue blood will spill out on the attacker, inflicting Poisoned [2B].

Boats Beware. The lobster is attracted to the sounds of boats on the water and its appetite grows. It gains one free Move Action per turn while in water.

FRENZY

King Claw (25 Health). The lobster's Crusher Claw grows noticeably bigger. It now deals 4B6G damage + Dazed [4] while the Grit cost remains at 4.

KZ: 4-2-1737 **LARGE**

NORTH AMERICAN ANACONDA

HEALTH	DEFENSE	SPEED
72	*2B1G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
2B	*1B2G*	*2B*	*5G*

DESCRIPTION

A silent serpent of the swamps, rivers, and bayous, the North American Anaconda is a terrifying anomaly. Its body is as thick as a sycamore and can wrap itself around a steamboat. Folks in the bayou claim that entire hunting parties have gone missing and only the eerie sign of something massive dragging itself through the mud can be found.

TROPHIES

Anaconda Skin. When crafted into a wearable item, the scales of the Anaconda create armor that grants the wearer +1G Defense and +1G to Finesse or Nerve rolls made to relieve the Trapped Status.

MELEE ATTACKS

Unhinged Jaw (3 Grit)
2B2G damage + Trapped [3]

Max Constrict (4 Grit)
Trapped [8G]

SHORT RANGE ATTACKS

Ambush Strike (2 Grit)
4G damage

Hammer Tail (4 Grit)
5B damage + Dazed [3]

LONG RANGE ATTACKS

Warning Glare (1 Grit)
Afraid [2B]

TOLERANCES

Sweep [2], Afraid [2B], Poisoned [1B], Trapped [2G]

FEATURES

Ambush Predator. If the anaconda begins combat while hidden, its first attack gains +2G.

Dragged Under. When in water or mud, the anaconda can pull any one Trapped target under the surface. If underwater for 2 consecutive rounds, the target gains Unconscious [3].

Slithering Escape. Twice per day, the anaconda can choose to avoid a Prepared Attack Action made against it.

FRENZY

Death Coil (40 Health). If the anaconda starts its turn with a target still Trapped by a previous attack, it envelops the target within its tense body and squeezes its life away, dealing 8G damage (4 Grit).

KZ: 5-5-8713 **MEDIUM**

OPOSSUM

HEALTH	DEFENSE	SPEED
33	*1B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
2B	*2B1G*	*3B*	*2B2G*

DESCRIPTION

A nocturnal scavenger with beady black eyes, narrow muzzle, and patchy gray fur. Its naked, prehensile tail allows it to hang upside down from branches or disarm potential threats at a favorable distance. If the Opossum appears to have fallen dead, it's better to run away than to investigate.

TROPHIES

Prehensile Tail. The Opossum's tail is ideal for latching onto branches or stripping away weapons. If fashioned into a whip, it will deal 3B damage at Short Range, costing 4 Grit. And if 3 or more Hits are rolled, it also disarms any target holding a weapon.

MELEE ATTACKS

Opposable Claws (2 Grit)
2G damage

Prehensile Tail (3 Grit)
Trapped [3B]

SHORT RANGE ATTACKS

Tail Whip (3 Grit)
3B damage

Garbage Toss (3 Grit)
2B damage + Dazed [1]

LONG RANGE ATTACKS

Frightful Hiss (AOE) (3 Grit)
Afraid [2B]

TOLERANCES

Sweep [1], Poisoned [2B], Trapped [1B], Unconscious [1B]

FEATURES

Unforgiving Squeeze. If a creature is still Trapped from the Prehensile Tail attack by the end of its next turn, the opossum may spend 3 Grit to squeeze the victim dealing 3G damage instead of Trapped [3G].

Rabid Rodent. If at least one Hit is rolled on an attack, the opossum can choose to spend an additional 1 Grit to inflict Poisoned [1] on the target.

Tail Whip Strip. If the opossum deals 3 or more damage when using its Tail Whip attack, it also strips away the target's weapon in hand, throwing it to the ground.

FRENZY

Playing Dead (Event) (12 Health). The opossum falls to the ground "dead". Only a target 5 Intuition roll would reveal that it's still somehow alive. When the moment is right, the opossum jolts up and attacks the nearest player within Long Range dealing 6G damage in a fury of Opposable Claw attacks. During this round, the opossum only takes half the damage from any skeptical Prepared attacks made against it.

KZ: 7-9-6910 **MEDIUM**

OZARK HOWLER

HEALTH	DEFENSE	SPEED
36	*2B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
4G	*3B*	*3B*	*4G*

DESCRIPTION

A hulking beast rumored to prowl the hollows of the Ozark Mountains. The Ozark Howler's horns arc over its wolfish face and eerie red eyes. Locals claim its haunting, half-elk, half-wolf wail echoes through distant valleys. Though seldom seen, its whispered legend fuels dread among those who wander too deep into the darkened woods.

TROPHIES

Horns of the Howler. These curved horns can be turned into weapon furniture or a totem-like badge of honor. The wielder gains +1B to Charm rolls made to prove their skills and experience related to monsters.

MELEE ATTACKS

Pinning Horns (3 Grit)
3G damage + Trapped [1]

Rearing Stomp (2 Grit)
2B damage

LONG RANGE ATTACKS

Unearthly Howl (AOE) (3 Grit)
1B damage + Afraid [2]

TOLERANCES

Sweep [1], Afraid [1G], Trapped [2B]

FEATURES

Cover of Night. The Howler gains an additional +1B to Dodge Actions taken between the hours of dusk and dawn.

Thick-Hide Bruiser. Once per round of combat when it is the target of an attack, the Howler can force its attacker to convert a single Ace from the roll into a Spur. If the attacker has the weapon's Talent unlocked, they may reroll.

FRENZY

Charge from the Shadows (20 Health). If it takes at least 1 Move Action before using its Pinning Horns attack, the Howler can charge toward its target. Roll 4G and capture the target in its horns, inflicting damage and the Trapped Status equal to the number of Hits.

KZ: 0-7-4252 **LARGE**

PLAINS SHEPHERD BISON

HEALTH	DEFENSE	SPEED
81	*2G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
5G	*2B*	*1B2G*	*6G*

DESCRIPTION

A bipedal bison with a coarse black mane, sharp horns, and singular purpose - to protect its herd from outside harm. Should the herd ever feel threatened, the Shepherd will eliminate the threat immediately. Its power isn't just brute strength. The Plains Shepherd shares an unspoken bond with the herd, guiding their movements, sensing their fear, and rallying them into a stampede if needed.

TROPHIES

Bull War Horn. Spend 4 Grit to blow the horn. Any allies within Short Range may remove 1 Severity level from the Afraid Status.

MELEE ATTACKS

Merciless Stomp (2 Grit)
3G damage + Dazed [1]

Bullrush (4 Grit)
6G damage

SHORT RANGE ATTACKS

Caber Toss (3 Grit)
3B damage

LONG RANGE ATTACKS

Shepherd's Warning (AOE) (3 Grit)
Afraid [3B]

TOLERANCES

Sweep [3], Afraid [Immune], Dazed [2B], Trapped [2G]

FEATURES

Earthshaker. Once per day the Shepherd can jump up and slam into the ground. The earth crumbles, creating Rough Terrain in a Long Range radius. Any creatures within that radius are knocked down.

Retribution. If a player takes damage from the Shepherd while in its Frenzy, the player subtracts -1B (or -1G if no Black dice are available) from their Nerve skill pool until they're able to sleep it off.

Full Steam Ahead. If the Shepherd takes 2 or more consecutive Move Actions in a straight line, its speed increases to Fast after the first Move Action. This also inflicts Dazed [2] on the target if successfully attacked.

FRENZY

Train Plow (40 Health). Increase the Shepherd's Grit by +1 per turn while in its Frenzy. When the Shepherd uses its Bullrush attack, roll with an additional +2G. If any Aces are rolled while attacking a mech, the Shepherd topples it, regardless of its class.

KZ: 6-9-3870 **MEDIUM**

PONDWEED PERIL

HEALTH	DEFENSE	SPEED
34	*1B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
3B	*4G*	*2B1G*	*3G*

DESCRIPTION

A nearly formless monster made of aquatic vegetation. When motionless, the pond weeds spread out to float on the water's surface. But when unsuspecting prey arrives at the edge of the water, it quickly summons all the weeds to form a tangled mound with a single black beak protruding near the top.

TROPHIES

Peril Pearls. The Peril swallows small stones to help with digestion. The stones become round, polished, and pearl-like over time. The pearls are almost always in Pristine condition worth about $25 each. Roll 3G to determine how many are harvested.

MELEE ATTACKS

Strangle (4 Grit)
2G damage + Trapped [4]

Peck (2 Grit)
2B damage

SHORT RANGE ATTACKS

Weed Whip (3 Grit)
2B1G damage

LONG RANGE ATTACKS

Screech (AOE) (4 Grit)
Dazed [2B]

TOLERANCES

Sweep [1], Burned [1G], Electrocuted [-2B], Poisoned [2B], Trapped [2G]

FEATURES

Perfect Camouflage. When it's motionless, the Peril is indistinguishable from any ordinary spread of aquatic plants growing in the water.

Water Shelter. When submerged completely in water, it rolls 3G for defense, unless being targeted by a harpoon or other spear-like object. It's also immune to Forstall sweeps while completely submerged.

Water Dependant. The Peril can live outside of a water source for up to 2 hours before needing to rehydrate. Otherwise, it falls in exhaustion and dries up completely, slowly dying in the process.

FRENZY

Lake Sludge (18 Health). Spending 4 Grit, the Peril dives to the bottom of the lake, covers itself in decomposing sludge, and flings it off in all directions. Any target within Short Range becomes Trapped [4B] in thick mud. The Peril's Defense increases by +1B and it no longer has a -1B when relieving the Electrocuted Status.

KZ: 1-0-6740 **SMALL**

PRAIRIE WOLF

HEALTH	DEFENSE	SPEED
8	*-*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
2B	*3B*	*1B2G*	*1B1G*

DESCRIPTION

Like prairie dogs but big like your typical wolves. They dig out complex burrow systems for their families and create minefields of wide open holes. If one finds themselves above a Prairie Wolf town, they'll be in for a surprise as these stocky rodents leap from their burrows to defend their territory.

TROPHIES

Prairie Wolf Skull. A symbol of fierce dedication to your pack. If fashioned into a mask and worn by 2 or more players in combat, any enemy within Long Range starts that encounter with Afraid [1G].

MELEE ATTACKS

Buckteeth (2 Grit)
2B damage

Pit Trap (2 Grit)
Trapped [2B]

SHORT RANGE ATTACKS

Hurl Rock (2 Grit)
1B damage

TOLERANCES

Dazed [1B]

FEATURES

Burrower. The Prairie Wolf may use a Move Action to travel through the earth as if it were Rough Terrain (double Grit cost). While underground, it cannot be the target of an attack made above ground.

Howling Alarm. When one Prairie Wolf detects a threat, they begin to bark and howl to warn other Prairie Wolves to get battle-ready.

Double Team. If a Prairie Wolf attacks a target while another Prairie Wolf is within Arm's Reach, add +1B to the attack.

FRENZY

Mad Burrower (Event) (3 Health). The Prairie Wolf burrows into the ground and uses its Pit Trap attack against up to 3 targets within Short Range of each other. They all take Trapped [3B]. Then it takes its turn.

KZ: 3-8-8216 **HUGE**

QUEEN CONDOR

HEALTH	DEFENSE	SPEED
95	*2G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
3B	*2B3G*	*3B*	*4B*

DESCRIPTION

Ruler of the southern skies, the Queen Condor is a stealthy scavenger with a 30-foot wingspan and a bone-dry skull. It doesn't pick at corpses like other condors, it creates them. The Queen scours the desert terrain from great heights, searching for big prey like a Spotted Whiptail, Twin Diamondback, and even a steam locomotive or mech. Better take cover if you find one circling above.

TROPHIES

Condor Feathers. When crafted onto a wearable item, these enormous feathers reduce any damage caused from falling by 2G.

MELEE ATTACKS

Titanium Talons (2 Grit)
3G damage + Piercing [3]

Crownbreaker (4 Grit)
8G damage

SHORT RANGE ATTACKS

Feathered Cyclone (3 Grit)
5B damage + Knockback

Whirlwinds (AOE) (4 Grit)
Dazed [2B2G]

LONG RANGE ATTACKS

Death Spiral (2 Grit)
Afraid [3B]

Drop Boulder (5 Grit)
12G damage

TOLERANCES

Sweep [3], Afraid [2B], Trapped [3B]

FEATURES

Buzzard Food. For each character death during the combat encounter, the condor gains 6B6G Health.

Opportunistic Feeder. Twice per day and during another player's turn, the condor can choose to attack once with its Titanium Talons. No Grit cost required.

Wings of Ruin. The condor's Feathered Cyclone attack allows it to move the target anywhere it wants within Short Range of the target's original position.

Gift of Flight. The condor gets one free Move Action per turn when flying in the air. No Grit cost needed.

FRENZY

Carrion Hunter (40 Health). Successful attacks made on targets that are below half of their Max Health also gain Afraid [1]. Additionally, the condor can take another free Move Action per turn.

KZ: 2-1-7513 MEDIUM

QUILL ARCHER

HEALTH	DEFENSE	SPEED
28	*1G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
2B1G	*2B*	*2B2G*	*2B*

DESCRIPTION

A big, long-legged porcupine with hundreds of quills that can be fired at will and with astonishing accuracy. If threatened, it will fan its quills and ready a ranged attack. The Archer mainly uses its quills for defense but beware a volley of these sharp, quill spears.

TROPHIES

Barbed Quills. The Archer's quills can be used for arrows but not all are in a condition for reuse. Roll 6B6G to determine how many quills you collect. Each arrow works the same as the monster's Barbed Quills feature.

MELEE ATTACKS

Gnaw (2 Grit)
2B damage

Quill Thrust (4 Grit)
4G damage

SHORT RANGE ATTACKS

Quill Javelin (3 Grit)
1B2G damage

LONG RANGE ATTACKS

Quill Sniper (3 Grit)
3B damage

TOLERANCES

Sweep [1], Afraid [1B]

FEATURES

Tree Climber. The Quill Archer can easily climb trees with its curved claws. +2B to Nerve rolls made to climb.

Barbed Quills. Each quill-based attack leaves the quill lodged in the target's skin. To pull a quill out, the target must spend 1 Grit. Doing so deals 1B damage per quill pulled from the target's body. If the target has two or more quills lodged into their skin, they cannot take the Aim or Dodge Actions until they're removed.

FRENZY

Archer's Volley (Event) (10 Health). The Quill Archer launches a third of its quills into the air. They come raining down in a Short Range radius and anyone within that range takes 3G damage.

KZ: 7-6-8805 SMALL

RED-STRIPED SKUNK

HEALTH	DEFENSE	SPEED
28	*-*	*Slow*

CHARM	FINESSE	INTUITION	NERVE
3B	*2B*	*4G*	*2B*

DESCRIPTION

A cousin to the white-striped skunk, this larger species warns predators of its toxic gases with a vibrant, blood-red stripe from head to tail. It saunters through grasses feeding on what's around it, but if threatened it will stomp its feet and raise its tail as a warning sign. Best keep your distance.

TROPHIES

Sulfur Gland. When popped, the sulfur gland explodes in a Short Range radius, inflicting the Dazed [2B] and Poisoned [2B] Statuses.

MELEE ATTACKS

Claw Swipe (2 Grit)
1G damage

Suffocate (4 Grit)
2G damage + Poisoned [2]

SHORT RANGE ATTACKS

Sulfuric Spray (AOE) (4 Grit)
Dazed [3B]

LONG RANGE ATTACKS

Acidic Blast (3 Grit)
1B damage + Poisoned [2]

TOLERANCES

Dazed [1B], Poisoned [2B]

FEATURES

Dizzying Stench. If an enemy is at Arm's Reach of the skunk, they immediately take the Dazed [1G] Status.

FRENZY

Toxic Stench (Event) (10 Health). Each target within Short Range inhales the skunk's potent fumes and falls to the ground, taking the Unconscious [2B] Status.

KZ: 3-9-0259 **SMALL**

ROAD RUNNER

HEALTH	DEFENSE	SPEED
26	*1G*	*Fast*

CHARM	FINESSE	INTUITION	NERVE
1B1G	*4G*	*1B2G*	*2B*

DESCRIPTION

An extremely fast bird, nearly as tall as an adult human, that uses its powerful legs to sprint at incredible speeds and concuss its prey as it blows by. Its mottled brown and blue plumage blends seamlessly with its surroundings so it can easily hide or stealthily approach coyotes, small livestock, or even people.

TROPHIES

Spotted Feathers. If equipped to one's person or a wielded weapon, these majestic feathers grant them the ability to move up to Long Range once during a combat encounter.

MELEE ATTACKS

Concussion (4 Grit)
3B damage + Dazed [1]

Striker Talon (1 Grit)
1B damage

SHORT RANGE ATTACKS

Sand Scoop (3 Grit)
Dazed [2B]

TOLERANCES

Dazed [1B], Trapped [1B]

FEATURES

Targeted Blow. After making a Concussion melee attack, if the attack has 3+ hits, the Road Runner will also inflict Unconscious [1].

High-Speed Stoop. If the Road Runner takes the two or more consecutive Move Actions before making a melee attack against a target, it may add 1G to the melee attack pool for this attack.

Dust Cloud. On its turn, the Road Runner may choose to spend 3 Grit to kick up a cloud of dust in a Short Range radius around it. Doing so grants it Light Cover for 3 rounds before the dust settles. Any humans inside or entering the dust cloud immediately take Dazed [1].

Moving Target. When the Road Runner takes the Dodge Action, add +1B to that roll.

FRENZY

Runner's Rampage (10 Health). The Grit cost of the Road Runner's Concussion attack is reduced to 3 and it gets one free Move Action.

KZ: 9-0-5789 **MEDIUM**

SABERTOOTH MOUNTAIN LION

HEALTH	DEFENSE	SPEED
45	*2B*	*Fast*

CHARM	FINESSE	INTUITION	NERVE
3B1G	*2G*	*2B2G*	*5B*

DESCRIPTION

An oversized and sharp-fanged version of its cougar cousin that's constantly driven by hunger. The longer it goes without a meal, the more ferocious it will attack. These cats are stealthy creatures. They camouflage well in the brush of the mountains and will try to get as close as they can to their prey before leaping forward in a surprise attack.

TROPHIES

Saber Tooth. This elongated upper-canine can be crafted into the Cavalry Saber-tooth, a melee weapon with a Grit cost of 3 and an attack of 3G + Piercing [1] at targets within Arm's Reach.

MELEE ATTACKS

Dual Fangs (3 Grit)
3G damage + Piercing [1]

Retractable Claws (2 Grit)
2B1G damage

SHORT RANGE ATTACKS

Lion Pounce (3 Grit)
2B damage + Trapped [2]

LONG RANGE ATTACKS

Terrifying Roar (AOE) (4 Grit)
Afraid [3B]

TOLERANCES

Sweep [2], Afraid [1G], Burned [-1B]

FEATURES

Luring Cries. The lion can make sounds that mimic the screams of a woman or child, and can be heard from miles away.

Silent Stalker. If hidden or camoflauged, the lion may surprise attack its target bypassing any Prepared Actions by those it hunts.

Our Little Secret. When the lion is within Short Range of large flames, it gains Afraid [1].

FRENZY

Savage Predator (25 Health). Growing hunger drives its desire to kill injured prey. All attacks now cost one less Grit if the target has Health less than its maximum.

KZ: 6-5-8487 TITAN

SHASTA SKULLFACE

HEALTH	DEFENSE	SPEED
110	*2B*	*Very Slow*

CHARM	FINESSE	INTUITION	NERVE
4B	*1B*	*3B*	*6B1G*

DESCRIPTION

A slow-moving ground sloth with a bare skull and creeping bacteria growing on its ancient fur. It crawls over trees at a careless pace. The Sloth's only defense (and reason for living to such an old age) is its sickening stench. It's enough to stop any threat in its tracks and keep them there - begging for relief until the titan passes by.

TROPHIES

Sickening Hide. When worn or carried, this hide inflicts the wearer with the Lasting Effect of Poisoned until taken off; however, it grants them immunity to becoming Poisoned at any Status Severity.

MELEE ATTACKS

Deadfall (4 Grit)
6B3G damage + Trapped [6]

SHORT RANGE ATTACKS

Black Lung Breath (3 Grit)
6B damage + Unconscious [3]

LONG RANGE ATTACKS

Burning Plague (3 Grit)
7B damage + Burned [3]

TOLERANCES

Sweep [3], Afraid [Immune], Dazed [3B], Poisoned [Immune], Trapped [Immune]

FEATURES

Sickening Stench. Any creature within Long Range becomes overwhelmed by the mind-deadening odor, taking Poisoned [2] and Dazed [2] at the start of each of their turns. Those within Short Range also take Trapped [2].

The Slowest. Due to its slow movement speeds, the sloth is physically incapable of taking the Dodge Action.

Airborne Attacks. The sloth's Black Lung Breath and Burning Plague attacks don't deal damage to mechs. However, they do affect the characters inside a mech, dealing damage and inflicting Statuses directly.

FRENZY

Ancient Tolerance (78 Health). The sloth has been around long enough to withstand physical pain, including mere Forstall signals. The Sloth is now completely immune to Forstall Sweeping.

Dysentery (Event) (40 Health). The bacteria on the sloth's body is ancient and infectious. All targets within Long Range become sick with dysentery and lose 1B Grit at the beginning of their turn until the Sloth reaches 0 Health.

KZ: 4-0-6288 **HUGE**

SILVER-RINGED OCTOPUS

HEALTH	DEFENSE	SPEED
92	*2B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
3B	*4G*	*4B*	*5B*

DESCRIPTION

A writhing midnight blue mass covered in reflective silver-rings; each tentacle is strong enough to crush steel. This colossal cephalopod is covered in shifting, bioluminescent patterns that mesmerize its prey. Hidden beneath the surface of lakes and flooded caves, it strikes with the precision of a nightmare, dragging whole caravans beneath the surface.

TROPHIES

Octo-bane. Arrows can be laced with the Octopus' tranquilizing poison. If so, it will inflict the target with Poisoned [1] and Unconscious [1].

MELEE ATTACKS

Immobilizing Beak (4 Grit)
6G damage + Poisoned [3] + Trapped [2]

Neuroshock (3 Grit)
5G damage + Electrocuted [1]

SHORT RANGE ATTACKS

Sucker Punch (1 Grit)
2B damage

Anchor Limbs (3 Grit)
Trapped [5B]

LONG RANGE ATTACKS

Confuse Prey (AOE) (4 Grit)
Dazed [4B]

TOLERANCES

Sweep [2], Afraid [3B], Burned [Immune], Electrocuted [2B], Poisoned [Immune], Trapped [2B]

FEATURES

Black Ink Cloud. Spending 2 Grit, the octopus ejects black ink in a Short Range radius thus granting it Heavy Cover and obscuring it in the water. Lasts three rounds of combat.

Ol' Eight Arms. The octopus can increase the number of targets of its Anchor Limbs attack by spending 1 additional Grit per target added.

Landsick. Dry land is considered Rough Terrain for the octopus. Additionally, if it ends its turn on dry land, it takes Dazed [2].

Hallucinogenic Rings. If a creature willingly moves within Arm's Reach of the octopus, it gains Dazed [1B].

FRENZY

Maelstrom Surge (42 Health). In a sudden burst of violence, the octopus thrashes all of its arms. Any creatures within Long Range gain Poisoned [4G], and any creatures already inflicted with this Status also gain Unconscious [3] as the venom overwhelms their nervous systems.

KZ: 4-1-6567 **TITAN**

SLIDE ROCK BOLTER

HEALTH	DEFENSE	SPEED
82	*5G*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
3B4G	*2B*	*4B*	*8G*

DESCRIPTION

A living landslide hidden atop a mountain slope. The Bolter has rock-hard scales and a long tail that hooks around summit peaks. It can go weeks without food, waiting patiently for large prey to pass by before releasing its hook and sliding down the hillside with a wide-open jaw. From there it rolls around demolishing anything or anyone it wants.

TROPHIES

Bolter Slime. The Bolter's slime is extremely toxic. If ammo, arrows, and weapons are dipped in the slime, they will inflict a one-time Poisoned Status with a Severity of 3.

MELEE ATTACKS

Monstrous Chomp (2 Grit)
5G damage

SHORT RANGE ATTACKS

Grab-Hook Tailwhip (4 Grit)
6B2G damage + Dazed [3]

Toxic Grease (AOE) (4 Grit)
6B damage + Poisoned [3]

LONG RANGE ATTACKS

Bolt! (4 Grit)
12G damage

TOLERANCES

Sweep [4], Afraid [Immune], Burned [1G], Dazed [2B], Electrocuted [1B], Trapped [Immune], Unconscious [2B]

FEATURES

Gangling Lure. The Bolter has a strange lure that extends from its head up to Short Range. The lure lights up and gives off a sweet scent drawing prey in. Before the monster's location is discovered, any targets within Short Range of the lure are drawn in and susceptible to a surprise attack.

No Dodge Danger. The Bolter is unable to take the Dodge Action. Instead, it can use any remaining Grit it would have used to Dodge and apply it on its next turn.

Mountain Camouflage. When motionless, the Bolter is indistinguishable from the mountain terrain around it.

FRENZY

Fault Line Disturbance (Event) (62 Health). The Bolter slams its body into the mountain causing trees, rocks, and debris to tumble down towards any targets within Long Range. The affected targets each take Trapped [6B] and the area becomes Rough Terrain. Mechs take 6G damage.

Landslide (30 Health). The Bolter's Bolt! attack now has the Bang! property applied.

KZ: 9-3-0982 **HUGE**

SOUTHERN DEATH WORM

HEALTH	DEFENSE	SPEED
86	*3G*	*Fast*

CHARM	FINESSE	INTUITION	NERVE
5G	*2B*	*3B*	*7B*

DESCRIPTION

An unseen, burrowing terror with a wrinkly, calloused body stretching up to 100 feet long. Its gaping, circular maw is lined with three rows of serrated teeth that plow through the desert sands. Static electricity builds as it moves, releasing in random (but deadly) arcs of lightning.

TROPHIES

Capacitor Glands. These volatile organs store an electrical charge. When attached to a weapon as a Utility Upgrade, inflict Electrocuted [3] in addition to normal damage. If used twice in the same combat scenario, the wielder also takes Electrocuted [3].

MELEE ATTACKS

Shredding Teeth (2 Grit)
4G damage

Quicksand Trap (1 Grit)
Trapped [2B]

SHORT RANGE ATTACKS

Static Discharge (2 Grit)
3B damage + Electrocuted [2]

LONG RANGE ATTACKS

Lightning Arc (3 Grit)
5B damage + Electrocuted [2]

TOLERANCES

Sweep [3], Afraid [3B], Dazed [2B], Electrocuted [Immune], Poisoned [2G], Trapped [3B]

FEATURES

Excavator. The worm can move underground through desert terrain at Fast speeds, however, it moves at Slow speeds above ground.

Stun Gun. For any successful attacks that inflict the Electrocuted Status, the worm can choose to spend an additional 1 Grit to keep that target from taking the Aim or Dodge Actions on their next turn.

Natural EMP. Twice per day, the worm may choose to disable any Forstalls within Long Range using static electricity. The affected Forstalls immediately stop Sweeping but can be reactivated by spending the required Grit and using another charge. Scanning and Bursting cannot be attempted for one round.

FRENZY

Sand Shock (30 Health). The worm shakes violently in the sand generating a build up of static electricity in a Short Range radius. Each target that starts their turn inside that radius automatically takes 2B damage + Electrocuted [1].

KZ: 3-9-8728 **TITAN**

SUN WARDEN

HEALTH	DEFENSE	SPEED
120	*3B*	*Fast*

CHARM	FINESSE	INTUITION	NERVE
6G	*2B3G*	*5B*	*6G*

DESCRIPTION

A great fire bird whose feathers burn as bright and hot as the sun. It follows the sun closely, feeding on its power and concealing light. Those who claim to have seen it also call it "The Second Sun" and "The Great Comet". The Sun Warden disapproves of humanity's expansions and will soon rain down fire from above.

TROPHIES

Phoenix Feathers. These fire-retardant feathers can be worn to protect oneself from taking the Burned Status. The wearer can completely avoid being inflicted by the Burned Status twice per day when they choose.

MELEE ATTACKS

Scorching Talons (2 Grit)
4G damage + Burned [2]

Incineration (4 Grit)
6G damage + Burned [6]

SHORT RANGE ATTACKS

Cinder Wings (AOE) (4 Grit)
6B damage + Burned [2]

LONG RANGE ATTACKS

Radiant Descent (3 Grit)
6B2G damage + Burned [1]

Flame Thrower (2 Grit)
Burned [4B]

TOLERANCES

Sweep [4], Afraid [Immune], Burned [Immune], Poisoned [1B], Trapped [Immune], Unconscious [1B]

FEATURES

Power of the Sun. The Sun Warden burns like the surface of the sun. Any creatures within Long Range automatically take Burned [1] at the start of their turns. If within Short Range, they take Burned [2].

Early Detonation. Any explosives used against the Sun Warden detonate early at Short Range because of the intense heat. Because of this, explosive damage at Arm's Reach does not affect the Sun Warden.

Gift of Flight. The Sun Warden gets one free Move Action per turn when flying in the air. No Grit cost needed.

FRENZY

Firestorm (Event) (90 Health). Flames rain down from above. All targets within Long Range take Burned [6B]. Mechs overheat for one round, disabling their ability to take the Move Action or use a mounted weapon.

Blinding Radiance (Event) (40 Health). The Sun Warden expels blinding light as bright as the sun. Any players making an attack against it this round must convert all Gold dice to Black or immediately take Dazed [2].

KZ: 5-6-5882 **MEDIUM**

TERROR BIRD

HEALTH	DEFENSE	SPEED
30	*2B*	*Fast*

CHARM	FINESSE	INTUITION	NERVE
3B	*4G*	*1B2G*	*1B1G*

DESCRIPTION

A prehistoric, feathered beast with a massive beak that can crack a skull in a strike or two. Its closest relative is the velociraptor, hunting in the same way and tearing into its prey with large talons. There aren't many monsters as territorial and quick to attack as the Terror Bird.

TROPHIES

Hooked Beak. Use this hooked beak as a melee weapon to deal 2G damage (2 Grit). If three or more hits are rolled during a single attack, it also inflicts Unconscious[1].

MELEE ATTACKS

Concuss Prey (4 Grit)
3G damage + Unconscious [1]

Raptor Talon (2 Grit)
2G damage + Piercing [1]

SHORT RANGE ATTACKS

Skull Strike (3 Grit)
3B damage + Dazed [1]

LONG RANGE ATTACKS

Territorial Stance (AOE) (3 Grit)
Afraid [2B]

TOLERANCES

Sweep [1], Dazed [1B], Unconscious [1B]

FEATURES

Solo Hunter. Once per turn while attacking, the Terror Bird may choose to convert one Hit into an Ace.

Flightless Bird. Instead of swooping down on its prey from the skies, the Terror Bird sprints and leaps on its prey. If its Skull Strike attack deals 4 or more damage to a target in a single attack, that target also takes Unconscious [2].

FRENZY

Raptor's Fury (15 Health). The Grit cost of the Terror Bird's Raptor Talon attack drops to 1 and it gets one free Move Action per turn.

KZ: 3-1-0269 **LARGE**

TRAPDOOR SPIDER

HEALTH	DEFENSE	SPEED
69	*2B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
5B	*2B2G*	*4B*	*3B*

DESCRIPTION

A master of surprises, this spider waits for its prey underground before lunging upward when the vibration of a footsteps is close enough. Its burrow is nearly undetectable with dirt, bushes, and even a boulder or tree set on top to conceal its hiding spot. It sets out bait from past victims to draw in more prey. Beware of abandoned gear, leftover bones, or even the muffled cries of freshly caught prey.

TROPHIES

Silk Webbing. Gain an additional +1G when determining the Severity of the Trapped Status using nets or ropes crafted from this webbing.

MELEE ATTACKS

Paralyzing Bite (2 Grit)
2B damage + Poisoned [1] + Trapped [1]

Deadly Dose (4 Grit)
6G damage + Unconscious [3]

SHORT RANGE ATTACKS

Silk Lasso (2 Grit)
Trapped [4B]

LONG RANGE ATTACKS

Sticky Rounds (1 Grit)
Trapped [1B1G]

TOLERANCES

Sweep [2], Afraid [2G], Poisoned [Immune], Trapped [2B]

FEATURES

Baited Trap. The spider uses the remains of its previous meal to attract more prey.

Surprise Strike. Before the spider has been seen, it may choose one target within Short Range. Roll 1B. If the result is a Hit or Ace, the target is Trapped in the burrow with a Status Severity of 6.

Gun Jam. If the spider's Sticky Rounds attack gets 3 or more Hits, the target's ranged weapon becomes jammed. Before their next attack, the target must spend the weapon's Grit cost to clean off the spider's webbing before firing.

Burrow Cover. When in its burrow but not completely hidden, the spider benefits from Heavy Cover.

FRENZY

Into the Dungeon (Event) (35 Health). The spider retreats into its burrow where Forstall signals are hindered. If a target is Trapped by the Spider when this occurs, they are pulled in along with it. The burrow is lined with silk webbing making it Rough Terrain, and any attacks the spider makes inside its home deal an extra +1G.

KZ: 8-9-2343 **MEDIUM**

TUNNELING GRUB

HEALTH	DEFENSE	SPEED
41	*2G*	*Slow*

CHARM	FINESSE	INTUITION	NERVE
1B1G	*2B*	*4B*	*4B*

DESCRIPTION

A caterpillar-like bug with ten black eyes and several rows of teeth. It spends its entire life in the darkness of caves and mines, tunneling undetected until it smells something worth eating. Then it'll burst through the rock to seize its prey. A slimy residue is left on the walls of the tunnels it creates.

TROPHIES

Tunneling Grub Eyes. The Grub's eyes have a hard, glass-like membrane and an iris that allows sight in extremely low-light environments. If fashioned into spectacles, the wearer can see in the dark up to Long Range.

MELEE ATTACKS

Suckermouth (3 Grit)
Trapped [3G]

Digestive Muck (3 Grit)
1B2G damage + Poisoned [1]

SHORT RANGE ATTACKS

Gargle and Spit (AOE) (4 Grit)
2B damage + Poisoned [1] + Trapped [1]

Slime Ball (2 Grit)
2B damage + Trapped [1]

LONG RANGE ATTACKS

Piercing Echoes (AOE) (3 Grit)
1G damage + Dazed [1]

TOLERANCES

Sweep [1], Dazed [1B], Poisoned [1B]

FEATURES

Masticate. If a target is Trapped by the grub's Suckermouth attack, then the next time it uses Suckermouth it may choose to deal 3G damage instead of inflicting Trapped [3G]. This subsequent action only costs 2 Grit.

Proficient Tunneler. The Grub can tunnel through caves and mines at a Normal speed while movement outside of its own tunnels is Slow.

Slimy Residue. Any path the Grub has traveled over is left with a sticky slime and becomes Rough Terrain.

FRENZY

Cave In (Event) (24 Health). The Tunneling Grub retreats into the earth then explosively collapses up to two tunnel exits, locking its targets within a confined area and filling the air with thick dust. Each target caught within has one less Grit per turn until they leave the tunnels.

KZ: 1-2-8386 MEDIUM

TWIN DIAMONDBACK

HEALTH	DEFENSE	SPEED
35	2G	Normal

CHARM	FINESSE	INTUITION	NERVE
2B2G	3G	2B	5B

DESCRIPTION

A two-headed poisonous snake with a golden rattle that has a distinct warning sound. Two heads means twice the trouble and twice the pain once bitten. Its venom is said to be so potent that its unfortunate victims may even hallucinate horrible nightmares.

TROPHIES

Golden Rattle. If mounted to a mech as a Utility Upgrade, the golden rattle can be shaken to frighten monsters. Once per day, spend 3 Grit to shake the rattle and inflict Afraid [2B] on any monster within Long Range.

MELEE ATTACKS

Twin Strike (1 Grit)
1G damage

SHORT RANGE ATTACKS

Venomous Spit (4 Grit)
3B damage + Poisoned [1] + Dazed [1]

Hypnotic Sway (AOE) (3 Grit)
Unconscious [2B]

LONG RANGE ATTACKS

Golden Rattle (AOE) (3 Grit)
Afraid [2B]

TOLERANCES

Sweep [1], Afraid [1G], Poisoned [Immune], Trapped [2B]

FEATURES

Bicephalous Snake. If being attacked at Short Range or closer, the diamondback can make one Twin Strike attack in retaliation at the end of the attacker's turn. Instead of rolling 1G, roll with 1B.

Dueling Heads. At the start of the Diamondback's turn, roll 1B to see if the two heads are aligned with each other's course of action: Blank = Can't take the Move Action this turn, Spur = Can't take the Dodge Action this turn, Hit = Gain +1 Move Action this turn, Ace = Gain +1 Grit this turn.

FRENZY

Double Vision (Event) (20 Health). Any creature that has been bitten by the snake using its Twin Strike attack now feels the delayed, dizzying effects of its venom. Those creatures immediately take Dazed [6B].

KZ: 7-2-2134 SMALL

VAMPIRE BAT

HEALTH	DEFENSE	SPEED
32	1B	Normal

CHARM	FINESSE	INTUITION	NERVE
4G	3B	1B1G	3B

DESCRIPTION

A hairy, blood-sucking bat that looks almost like a human the way it stands and walks. It has a ruffled, teardrop-shaped nose and four fearsome fangs. It hunts at night, away from its cave, and usually under a full moon.

TROPHIES

Anticoagulant Saliva. When an arrow or ammo is coated in this saliva and deals 3+ damage on a single attack, the target takes 1B damage at the start of each round until treated by a First Aid item. Roll 3B to determine how much saliva is collected, each Hit equals one use.

MELEE ATTACKS

Blood Siphon (3 Grit)
2G damage

Silent Strike (4 Grit)
3B damage + Dazed [1]

SHORT RANGE ATTACKS

Fearful Screech (AOE) (2 Grit)
Afraid [1G]

LONG RANGE ATTACKS

Supersonic Pulse (4 Grit)
2B damage + Dazed [2]

TOLERANCES

Sweep [1], Afraid [1G], Burned [-1B], Trapped [1B]

FEATURES

Full Moon Fortified. If a full moon is present, the bat becomes more energized and dangerous. Its Speed becomes Fast and Attack Actions cost one less Grit to activate.

Blood Thirsty. The Vampire Bat regains Health equal to the damage given using its Blood Siphon attack.

Anticoagulant Saliva. If 3+ Hits are rolled using the Blood Siphon attack, the bat's saliva infects the wound making it difficult for the victim's blood to coagulate. For each subsequent turn that a player's wounds is not attended to by a First Aid item, it takes +1B damage. Roll at the start of their turn.

Gift of Flight. The bat gets one free Move Action per turn. No Grit cost needed.

FRENZY

One With Darkness (16 Health). The Vampire Bat uses the darkness around it to disappear and reappear as if by magic, granting it +2B to its Defense.

KZ: 5-1-7232 MEDIUM

WESTERN HELLBENDER

HEALTH	DEFENSE	SPEED
28	1B	Normal

CHARM	FINESSE	INTUITION	NERVE
3G	1B1G	3B	4B

DESCRIPTION

A devilish salamander that crawls the shores and depths of the western rivers. Its skin can shift to match that of its surroundings and toxic mucus can be excreted from pores inside its mouth. When threatened, its body turns scalding red and boils the water around the salamander, hellbent to take you down.

TROPHIES

Hellbender Skin. If fashioned into an article of clothing, it lightly protects the wearer from being Poisoned by immediately reducing the Status Severity of the Status by 1.

MELEE ATTACKS

Needle Teeth (2 Grit)
2B damage

SHORT RANGE ATTACKS

Toxic Spray (4 Grit)
2B1G damage + Poisoned [2]

River Thrash (AOE) (3 Grit)
Afraid [2B]

LONG RANGE ATTACKS

Aqueous Jet (3 Grit)
2B1G damage

TOLERANCES

Afraid [1B]

FEATURES

Help from Below. The hellbender fights like a demon but it also seems to have help from the down below. Twice per day, the hellbender can choose to roll 6B and recover Health equal to the number of Hits. No Grit required.

Clever Disguise. The hellbender's skin can change colors and even texture to blend in with its surroundings, making it difficult to track down or hunt.

Regrow Limbs. If the hellbender loses a limb during combat, spend 3 Grit and roll 1B. On an Ace, it regrows its limb and adds 2 to its Health.

FRENZY

Blisterback Rage (16 Health). The hellbender has had enough. Its blood begins to boil and so does any water around it. Each of its attacks now inflicts Burned [1] in addition to any damage or other Statuses.

KZ: 1-6-8838 **LARGE**

WINTER WOLVERINE

HEALTH	DEFENSE	SPEED
86	*2G*	*Fast*

CHARM	FINESSE	INTUITION	NERVE
5B	*2B2G*	*3B*	*6G*

DESCRIPTION

An extremely aggressive creature of muscle and matted fur. It embraces the intense cold of glacial mountains, adapting to the frozen temperatures and using them to its advantage. It moves with terrifying speed for something so massive, tearing through trees as if they were dry twigs.

TROPHIES

Winter Wolverine Pelt. This frosty mantle grants its wearer a Tolerance to being Burned. While wearing this pelt, gain an additional +1G to the Finesse rolls made to relieve the Burned Status.

MELEE ATTACKS

Frost Bite (4 Grit)
6G damage + Burned [3]

Shredding Claws (3 Grit)
2B2G damage

SHORT RANGE ATTACKS

Numbing Freeze (AOE) (4 Grit)
Trapped [3B]

LONG RANGE ATTACKS

Bristleback Warning (AOE) (2 Grit)
Afraid [2B]

TOLERANCES

Sweep [3], Afraid [3B], Electrocuted [1B], Poisoned [1B], Trapped [2B]

FEATURES

Dominance. The wolverine isn't intimidated by large threats. Apply the Bang! property to any attacks it makes against Mule- and Dromedary-class mechs.

Unrestrained Aggression. The wolverine will stop at nothing to hunt or defend its territory, even if that means dying in the process. Twice per day, it can exchange up to 5 Health for additional Black attack dice. Gain +1B per 1 Health exchanged.

Hell Frozen Over. Spend an additional 2 Grit when using the Numbing Freeze attack to also inflict the affected targets with Burned [2].

FRENZY

Favorable Whiteout (28 Health). The wolverine kicks up the surrounding snow which begins to swirl around in a Long Range radius. Now in its preferred element, the monster gains +1 Grit per turn and benefits from the effects of Heavy Cover while in the whiteout.

KZ: 1-9-7403 **SMALL**

YELLOWJACKET SWARM

HEALTH	DEFENSE	SPEED
24	*1B*	*Normal*

CHARM	FINESSE	INTUITION	NERVE
2B	*3B*	*2B*	*1B*

DESCRIPTION

A group of cowboy-hat sized wasps that are hellbent on protecting their nest from nearby threats of any size. Their buzzing can be heard from nearly a mile away and their sting can make a grown man cry. They use their strength in numbers to drive enemies away.

TROPHIES

Yellowjacket Stingers. Roll 6B to determine how many stingers are collected (reroll Spurs). These stingers can be used as an arrowhead inflicting Dazed [1] in addition to the damage dealt by the bow's dice pool.

MELEE ATTACKS

Stinger (2 Grit)
1G damage

SHORT RANGE ATTACKS

Protect Hive (3 Grit)
Afraid [3B]

LONG RANGE ATTACKS

Shoot Stinger (3 Grit)
2B damage

TOLERANCES

Trapped [2B]

FEATURES

Noxious Sting. If the swarm deals 3+ damage to one target during its turn, that target also takes Dazed [2].

Swelling Wounds. If a target takes any damage from the swarm during the combat scenario, that body part immediately begins to swell and must be roleplayed accordingly. This could restrict one's vision or movement depending on where they were stung, but goes away after one hour.

FRENZY

Swarm Tactics (12 Health). The swarm begins to fly frantically in all directions, making them harder to attack. The swarm's defense now becomes 2G instead of 1B.

ANIMAL PROFILES

Not all creatures are terrifying monsters; some are regular animals familiar to us in our world today. It's possible a player might want to hunt an animal for food or trap one to use as bait. Whatever the case, use the following small, medium, and large animal profiles to guide your encounter.

A snake, raccoon, falcon, pheasant, lizard, beaver, and porcupine are all examples of small animals while a wolf, vulture, deer, coyote, eagle, and mountain goat are medium animals. Large animals include bears, moose, bison, sharks, and cougars.

As a general rule of thumb, animals would rather flee than try to fight back if they are threatened in any way. Keep that in mind as you roleplay through animal-focused scenarios.

◆

REGULAR OL' CRITTERS

Animals have 6 Grit like any other creature and aren't affected by a Forstall's signal. They are only affected by the Forbidden Frequency as are humans.

◆

SMALL ANIMAL

HEALTH	DEFENSE	SPEED
2	-	Slow

CHARM	FINESSE	INTUITION	NERVE
2B	2B	1B	1B

ATTACKS

Bite
Grit: 4 Damage: Arm's Reach 2B

Scratch
Grit: 3 Damage: Arm's Reach 1B

MEDIUM ANIMAL

HEALTH	DEFENSE	SPEED
6	-	Normal

CHARM	FINESSE	INTUITION	NERVE
2B	3B	2B	3B

ATTACKS

Bite
Grit: 4 Damage: Arm's Reach 3B

Scratch
Grit: 3 Damage: Arm's Reach 2B

LARGE ANIMAL

HEALTH	DEFENSE	SPEED
12	1B	Normal

CHARM	FINESSE	INTUITION	NERVE
2B	3B	3B	4B

ATTACKS

Bite
Grit: 3 Damage: Arm's Reach 3B

Scratch
Grit: 2 Damage: Arm's Reach 2B

RANGES

SMALL ANIMAL	LOW	HIGH
Health	1	2
Defense	0	1B
Speed	Slow	Normal
Skills	1B	2G
Attack	1B	3G
MEDIUM ANIMAL	**LOW**	**HIGH**
Health	3	7
Defense	0	1B
Speed	Normal	Fast
Skills	1B	3G
Attack	1B	3G
LARGE ANIMAL	**LOW**	**HIGH**
Health	8	12
Defense	0	2B
Speed	Slow	Fast
Skills	1B	4G
Attack	1B	3B

ENEMY PROFILES

Monsters may have size, instincts, and tenacity but human enemies can be divisive, cruel, and equally deadly. You may be faced with a team of well-organized bandits or hunted by the leader of a prominent Faction. Who's to say your own posse ain't itchin' to betray you just around the corner. To aid Wardens in their own expeditions, use the following three stat blocks for human combatants ranging from weak to strong.

HUMAN - WEAK COMBATANT

HEALTH	DEFENSE	SPEED
6	-	Normal

CHARM	FINESSE	INTUITION	NERVE
2B	3B	3B	2B

TALENTS

Pistols

ABILITIES

None

ATTACKS

BRIG & JONES CO. - MODEL 310

Arm's Reach
Grit: 2 Damage: 1B

Short Range
Grit: 2 Damage: 1B1G

EASTLING ARSENAL - FIXED-BLADE

Arm's Reach
Grit: 2 Damage: 1B1G

Short Range
Grit: 2 Damage: 1B (thrown)

HUMAN - MODERATE COMBATANT

HEALTH	DEFENSE	SPEED
10	1B	Normal

CHARM	FINESSE	INTUITION	NERVE
3B	3B	1B2G	3G

TALENTS

Rifles, Defense, Nerve

ABILITIES

Hunker Down. When taking cover, roll with Gold dice instead of Black

(Light Cover = 1G, Heavy Cover = 2G)

ATTACKS

BRIG & JONES CO. - MODEL 930

Arm's Reach
Grit: 3 Damage: 1G

Short Range
Grit: 3 Damage: 3B

Long Range
Grit: 3 Damage: 2B3G

LOCKHEED IRON WORKS - HJ-87
"Negotiator"

Arm's Reach
Grit: 2 Damage: 1B

Short Range
Grit: 2 Damage: 2B

BARBED LASSO

Short Range
Grit: 2 Trapped: 2B + Damage: 1

HUMAN - STRONG COMBATANT

HEALTH	DEFENSE	SPEED
14	2G	Normal

CHARM	FINESSE	INTUITION	NERVE
4B	2B1G	3B1G	2B2G

TALENTS

Bows, Defense, Explosives, Finesse, Nerve

ABILITIES

Burning Vengeance. If the NPC takes 4 or more damage during a single turn, they earn 1 extra Grit to use on their next turn. They can't earn more than 1 extra Grit per round of combat.

Trickshot. When attacking a target within Short or Long Range, the NPC can bypass any Light or Heavy Cover by volleying an arrow into the air and attacking from above should it be free from obstruction.

ATTACKS

OUTRIDER TECH - CROSSBOW
Upgrades: L3 Optic, L1 Long Range Damage

Arm's Reach
Grit: 3 Damage: 1B

Short Range
Grit: 3 Damage: 4G

Long Range
Grit: 3 Damage: 2B2G

EASTLING ARSENAL - HALF-PIKE
L2 Melee Damage,
L1 Utility "Heating Coil"

Arm's Reach
Grit: 2 Damage: 4B2G + Burned [1]

Short Range (thrown)
Grit: 2 Damage: 4B + Burned [1]

ITEMS

Special Arrows:
Black Powder Arrowheads (3 qty.) +2G

First Aid:
Bandages (2 qty.)

RANGES

HUMAN WEAK COMBATANT	LOW	HIGH
Health	*1*	*8*
Defense	*0*	*0*
Speed	*Normal*	*Normal*
Skills (10 dice max)	*1B*	*3B*
Talents	*0*	*2*
Abilities	*0*	*1*
Ranged Weapon	*Basic*	*Basic + L1*
Melee Weapon	*Basic*	*Basic + L1*
Weapon Upgrades	*0*	*1*
HUMAN MODERATE COMBATANT	**LOW**	**HIGH**
Health	*9*	*11*
Defense	*0*	*1B*
Speed	*Normal*	*Normal*
Skills (12 dice max)	*1B*	*4G*
Talents	*1*	*3*
Abilities	*1*	*2*
Ranged Weapon	*Premium*	*Premium + L2*
Melee Weapon	*Premium*	*Premium + L2*
Weapon Upgrades	*1*	*2*
HUMAN STRONG COMBATANT	**LOW**	**HIGH**
Health	*12*	*15*
Defense	*1B*	*3B*
Speed	*Normal*	*Normal*
Skills (15 dice max)	*2B*	*5G*
Talents	*3*	*5*
Abilities	*1*	*3*
Ranged Weapon	*Elite*	*Elite + L3*
Melee Weapon	*Elite*	*Elite + L3*
Weapon Upgrades	*2*	*4*

BALANCING ENEMIES

Combat in the Wild Imaginary West RPG is meant to be challenging. If a character is not performing well in combat or makes poor choices, it's the Warden's job to punish them and even bring them to their doom. But if an enemy or group of enemies seems too deadly for a situation, the Warden may need to do some quick (and secret) balancing.

Creating challenging combat typically means bringing at least one character close to death. Sometimes that can be the result of multiple instances of combat before the characters have a chance to heal.

Consider the story you are telling. Does the death of a character feel properly earned, whether through vain ambitious failure or heroic sacrifice? If so, let it happen without forcing it. If not, reduce the enemy's health and/or damage.

With a group of four players in mind, the following table provides a general idea of which monster sizes pair well with which Prestige tier. Keep in mind that more attack power, additional defense, higher Forstall rolls, and riding in mechs could allow players to take on bigger monsters at an earlier stage. That said, relying on a Forstall can be risky because some monsters have an instinctual Sweep Tolerance to Forstall signals that mitigate its effects.

BALANCING ENCOUNTERS

PRESTIGE TIER	TINY	SMALL	MEDIUM	LARGE	HUGE	TITAN
Tenderfoot	X	X				
Cowpoke	X	X	X			
Trailblazer		X	X	X		
Roughrider			X	X	X	
Wrangler			X	X	X	X
Legend				X	X	X

If fewer players are available, you can aid them with a helpful NPC or reduce the enemy's Health, Defense, and attack damage output. If more players are present, you can boost an enemy's chances by giving them more Health, Defense, attack power, or throwing in another monster onto the battlefield should it make sense.

Do you see a monster profile you want to include in your story but doesn't match the recommended size for your players' current Prestige tier? You can always scale them up or down to make them bigger or smaller. Perhaps the players run into a juvenile Alligator Snapping Turtle so it's presented as a Medium monster instead of Huge. Or imagine they cross paths with an abnormally Large species of Great Horned Owls instead of a Medium-sized one. Use the same adjustment tactics mentioned previously to balance a monster's stats when scaling up or down.

MAKE YOUR OWN MONSTER

Want to throw a monster at your players that's not found in this book or other Wild Imaginary West resources? This section is for you. It will walk you through the five steps of creating your own vicious monster in a way that's balanced and game-ready. Let's begin!

STEP ONE: DEFINE THE MONSTER

The first step is intended to be a list of questions to help you brainstorm the essential characteristics of your monster. You may or may not already have an idea of what you want to create, but either way this process will guide your thoughts so you're ready to address the following steps.

- ***What is it?*** Is the monster based on a specific animal or combination of animals? Is it a new or existing cryptid? Perhaps it's an extinct or prehistoric creature, or maybe it's an original idea for yours. Could it be based on a legend or myth?
- ***How big is it?*** Not all monsters have to be Huge to be terrifying. What size suits this creature best? Is it Tiny, Small, Medium, Large, Huge, or Titan?
- ***What does it look like?*** While you're welcome to describe every physical attribute of the creature, it's recommended to focus on the most prominent features. What makes it unique and stand out from other monsters already in existence?
- ***How does it behave?*** Does this monster hunt prey or is it the one being hunted? Is it a territorial creature? If threatened, would it fight back or run away? Is it awake during the day or night?
- ***Where does it live?*** Does this monster thrive in a specific biome or environment, or is it more nomadic in nature? Is it land-based, aquatic, or amphibious? Perhaps it can be found in a few different areas within the west: plains, forest, mountains, mines or caves, rivers or lakes, desert, wetlands, etc.

STEP TWO: SELECT THE APPROPRIATE STATS

Now that you have your monster defined and visualized, it's time to assign it some basic stats. These stats include the monster's Health, Defense, Speed, Skills, Kurtz Value, Sweep Tolerance, and Status Response. Keep in mind how these elements relate to monsters by reviewing the following questions.

- ***Health.*** How many blows can this monster take? This depends mostly on its size and Defense.
- ***Defense.*** Does the monster have a thick hide, scales, or tough exoskeleton? Is it swift enough to avoid fatal blows or shots? Perhaps it's a combination of protection and agility.
- ***Speed.*** How fast can this monster move? Does it move faster in the air, on the ground, or while swimming in the water?
- ***Charm.*** How intimidating or fear-inducing is the monster? How easily would it become Afraid?
- ***Finesse.*** How nimble or agile is the monster? How quickly and easily would it react to being Burned or Trapped?
- ***Intuition.*** How smart or clever is the monster? How cognitively resilient is it when Dazed or Unconscious?
- ***Nerve.*** How strong or enduring is the monster? How resistant is it to being Poisoned, Trapped, or Electrocuted?
- ***Kurtz Value.*** A random six-digit number that is unique to the specific monster. May include duplicate digits within the sequence.
- ***Sweep Tolerance.*** Generally starting at Medium-sized monsters, how tolerant of painful Forstall signals is this monster?
- ***Status Tolerance.*** How resistant or vulnerable to being Afraid, Burned, Dazed, Electrocuted, Poisoned, Trapped, or Unconscious is this monster?

The chosen monster stats should be guided by specific ranges based on two main factors: the monster's size and its behaviors. Use the following table to help assign the appropriate monster stats.

GENERAL MONSTER STAT RANGES

MONSTER STAT	TINY	SMALL	MEDIUM	LARGE	HUGE	TITAN
Health	1 - 7	8 - 30	20 - 60	40 - 80	60 - 100	80 - 125
Defense	0 - 1G	0 - 2G	1B - 3G	1B - 4G	2B - 5G	2B - 6G
Skills	1B - 3G	1B - 4G	2B - 5G	3B - 6G	3B - 7G	4B - 8G
Sweep Tolerance	0	0	0-1	1-2	2-3	3-4
Attack	1B - 2G	1B - 3G	2B - 4G	2B - 6G	3B - 3B6G	4B - 6B6G

It's important to remember these are only suggested ranges. It's possible that a Medium monster might have heavy-hitting attacks more in line with that of a Large monster. Just make sure to counter the higher attack power with lower Health or Defense, thus keeping the monster balanced for its selected size.

STEP THREE: OUTLINE ITS ATTACKS & FRENZY

A monster is allowed up to two attacks of each Range type (i.e., Arms Reach, Short Range, Long Range), but that doesn't mean they have to have all attacks filled out. Some monsters may only have two attacks while others have four or more. Some monsters may have a melee-focused fighting style versus being able to attack at Short or Long Range.

Each attack must have an assigned Grit cost and dice pool. As a general guideline, monster attack Grit costs fall between 2-4, similar to using firearms and bows as a player. The bigger the Grit cost the bigger the dice pool. The smaller the Grit cost the smaller the dice pool.

Unless otherwise indicated, monster attacks affect only one target at a time. If you would like your monster attacks to affect multiple targets or be played as an area-of-effect reaching all targets within Short or Long Range, be sure to indicate so on the monster's profile.

Some attacks may inflict a Status in addition to dealing damage. If so, reduce the damage dice by 25-50% and add in a static Status Severity number, usually 1-3 but can be more for bigger monsters. Here are a few examples of how Statuses and damage are annotated for attacks.

- ***Health.*** How many blows can this monster take? This depends mostly on its size and Defense.
- ***Damage only.*** 2B, 1B2G, 5G, etc.
- ***Damage + Status.*** 3B + Dazed
- ***Damage + static Status.*** 3B + Dazed [2]
- ***Status only.*** Trapped [2B], Poisoned [3G], etc.

The Frenzy is where creativity and the real fun begins. It's a representation of what the monster is truly capable of when backed into a corner and fighting for its life. What is the monster's main attribute you want the players to see and remember? Whatever that answer is, make it come through during the Frenzy.

For example, a high-speed monster might get a buff to its Move Action, a poisonous monster might increase its Status Severity, and a bulky monster might have better Defense, attacks, or more Grit. Most game mechanics are open to manipulation when it comes to a Frenzy, if not all of them. It's completely up to you and how you want the monster encounter to unfold. Just keep it within reason for its size.

STEP FOUR: DESCRIBE ITS FEATURES & TROPHIES

Features are another great way to insert creativity into this process of bringing your monster to life. They represent strengths, weaknesses, behaviors, or abilities unique to that monster and correlate with a specific game mechanic. A monster may have anywhere from 1-4 Features displayed on its profile. Not having enough Features may result in a more generic monster combat scenario while too many of them can make it more taxing on the Warden to run the encounter and remember all the material.

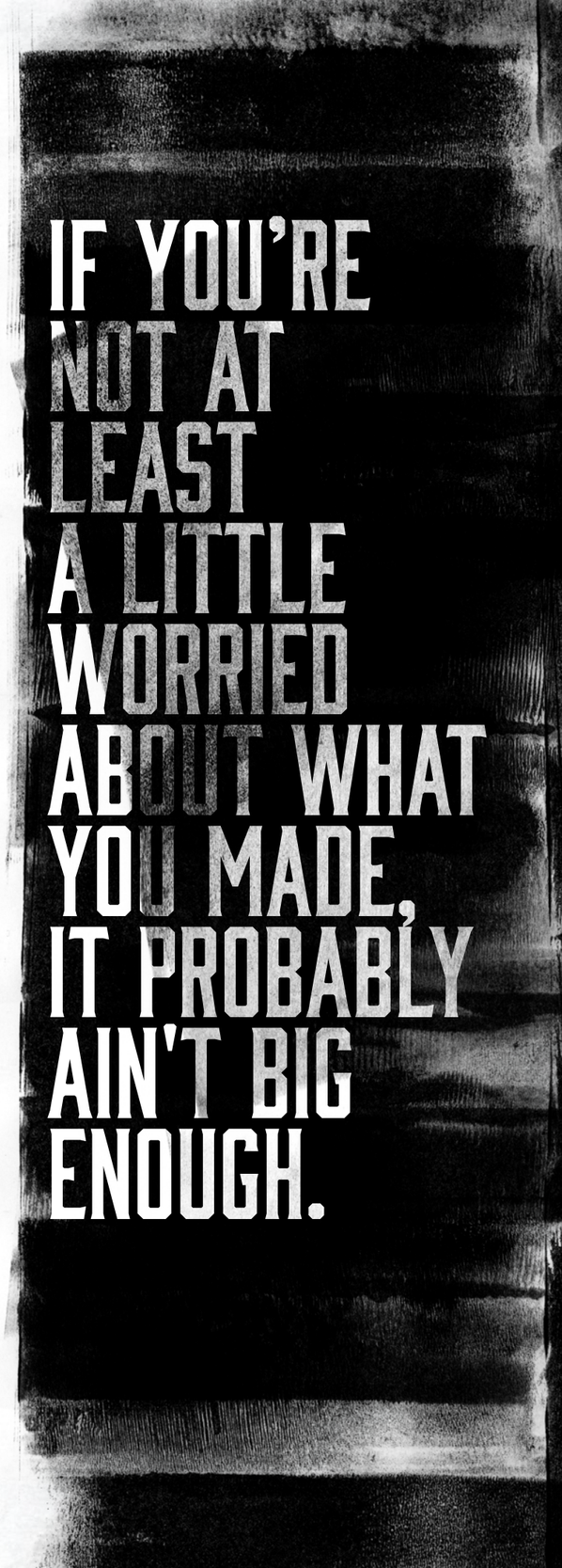
Imagine you're creating a nocturnal monster that gets stronger when there's a full moon out, or it's a creature with fire-related attacks that could be weakened with water by extinguishing its flames. Maybe this monster has an ability that shakes the earth creating Rough Terrain or calls upon its forest friends to cause a distraction during combat. Think through what special Features would pair well with the monster you have in mind to add color and excitement.

Trophies are a fun way to reward players after a long fight, encourage creativity, and help them earn some bonus cash. Each monster has one signature trophy which grants the player(s) a specific buff or ability if used the right way. Monsters may also have additional parts that could be valuable if sold to the right buyer. These could include feathers and hide, talons and claws, teeth and fangs and anything else of value. Reward players for creativity and don't be afraid of saying "Yes!" to an idea.

When determining the Trophies found on your monster, consider these two questions: What valuable monster parts could be extracted by the players, and which one should be highlighted as the Trophy that offers a special effect? Remember to be specific in the description for how players can access that effect. Refer to the Monster Profiles section for examples.

STEP FIVE: COMPARE TO SIMILAR STAT BLOCKS

A best practice when making your own monster is to compare your drafted monster profile with another one from this book of a similar size and behavior. Are the Health, Defense, or Skill stats way off from other Medium-sized monsters? Are the Grit costs and attack dice pools similar to others of its kind? This is a great way to quickly check if your monster is "balanced enough" for your players, allowing you to make any final tweaks for a polished profile, and give you the in-combat confidence as a Warden.



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HELPFUL TABLES

As a Warden, gameplay preparations can be time consuming and even taxing. Additionally, your players' in-game decisions and questions can be difficult to navigate on-the-fly. That's where these helpful tables come in. Need a quick NPC, town, or list of items at a store? Use the following resources to do the heavy lifting for you.

SEASONS & WEATHER

Adding variety and depth to your story can be as easy as including shifts in weather and seasons. This is especially effective when traveling about for long periods of time or when passing through one biome to the next. It adds a layer of realism but also allows players to roleplay through unique challenges like a sudden thunderstorm or freezing fog.

As indicated on each table, roll either 1B or 1G to determine the current weather conditions according to season.

BAYOU 1G	SUMMER	WINTER
Blank	*Rolling Thunderstorm*	*Cold Rainfall*
Spur	*Misty Haze*	*Thick Fog*
Hit	*Hot and Humid*	*Cool and Humid*
Ace	*Still and Sweltering*	*Still and Overcast*

DESERT 1G	SUMMER	WINTER
Blank	*Dry Lightning*	*Chilly Windstorm*
Spur	*Hot, Cloudy, and Still*	*Overcast and Cold Rain*
Hit	*Scorching Heat*	*Cold and Clear*
Ace	*Flash Flood Storm*	*Frozen Silence*

FOREST 1B	SUMMER	WINTER
Blank	*Hot and Still*	*Cold and Still*
Spur	*Sudden Downpour*	*Light Snowfall*
Hit	*Warm and Dappled*	*Gray and Damp*
Ace	*Misty Fog*	*Freezing Fog*

GLACIERS 1G	SUMMER	WINTER
Blank	*Low Clouds and Whiteout*	*Intense Blizzard*
Spur	*Cool Winds and Overcast*	*Freezing Winds and Snowdrifts*
Hit	*Bright and Blinding*	*Clear and Frigid*
Ace	*Sunny and Snowmelt*	*Heavy Snowfall*

LAKESIDE 1B	SUMMER	WINTER
Blank	*Bright and Cloudless*	*Bitter Wind Gusts*
Spur	*Still and Muggy*	*Gray and Bone-Chilling*
Hit	*Warm and Breezy*	*Frozen and Still*
Ace	*Distant Thunderstorm*	*Snowfall and Ice*

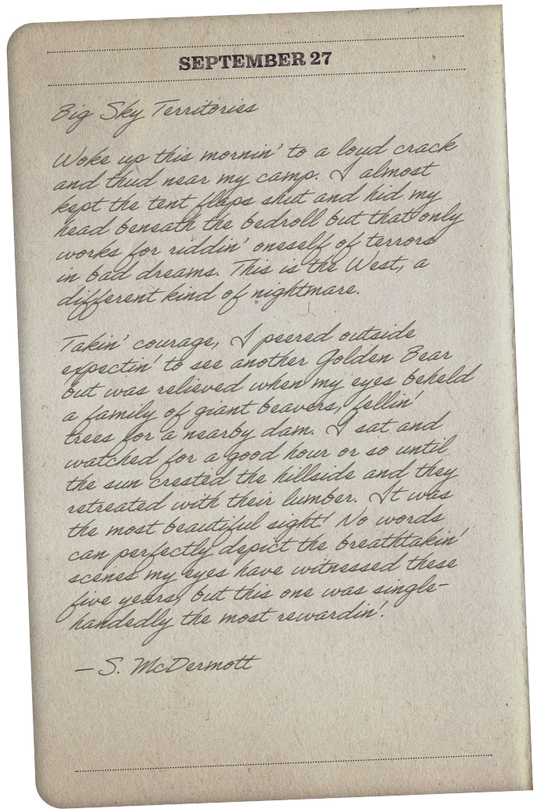
PACIFIC COAST 1G	SUMMER	WINTER
Blank	*Cool and Foggy*	*Heavy Surf and Wind*
Spur	*Breezy and Overcast*	*Dense Fog*
Hit	*Sunny and Windy*	*Gray and Drizzly*
Ace	*Hot and Calm*	*Chilly but Clear*

MOUNTAINS 1B	SUMMER	WINTER
Blank	*Sudden Thunderstorm*	*Gray and Overcast*
Spur	*Foggy and Damp*	*Icy Winds and Snow*
Hit	*Clear and Breezy*	*Clear and Bitter Cold*
Ace	*Hot and Hazy*	*Heavy Snowfall*

PLAINS 1B	SUMMER	WINTER
Blank	*Thunderstorms Brewing*	*Frigid and Windy*
Spur	*Violent Thunderstorm*	*Freezing Drizzle*
Hit	*Sunny and Hot*	*Clear but Ice-Cold*
Ace	*Clear and Breezy*	*Blizzard Conditions*

SUBTERRANEAN 1G	SUMMER	WINTER
Blank	*Sulfuric and Lacking Oxygen*	*Sulfuric and Lacking Oxygen*
Spur	*Dusty and Stale*	*Dusty and Stale*
Hit	*Cool and Damp*	*Cool and Damp*
Ace	*Wet and Dripping*	*Wet and Dripping*

VOLCANOES 1G	SUMMER	WINTER
Blank	*Poisonous Acidic Rain*	*Sulfuric Steam and Fog*
Spur	*Thick Ashy Haze and Smoke*	*Frozen Ashfall and Wind*
Hit	*Hot and Dry*	*Icy Wind and Thin Air*
Ace	*Scorching Heat and High Winds*	*Heavy Snowfall*



SEPTEMBER 27

Big Sky Territories

Woke up this mornin' to a loud crack and thud near my camp. I almost kept the tent flaps shut and hid my head beneath the bedroll but that only works for riddin' oneself of terrors in bad dreams. This is the West, a different kind of nightmare.

Takin' courage, I peered outside expectin' to see another Golden Bear but was relieved when my eyes beheld a family of giant beavers, fellin' trees for a nearby dam. I sat and watched for a good hour or so until the sun crested the hillside and they retreated with their lumber. It was the most beautiful sight! No words can perfectly deposit the breathtakin' scenes my eyes have witnessed these five years but this one was single-handedly the most rewardin'.

—S. McDermott

TOWNS & OUTPOSTS

As players are roaming the West, you may want to break up long journeys with a town or outpost for them to explore and gather resources.

Start by picking a size, or roll 1B to determine the size of the establishment:

1B	ESTABLISHMENT
Blank	*Homestead*
Spur	*Outpost*
Hit	*Small Town*
Ace	*Large Town*

OUTPOST

Any outpost belongs to a Faction or may be abandoned. Pick its situation, or roll 2B to determine its situation:

2B	OUTPOST
Blank & Blank	*Abandoned*
Blank & Spur	*Tulos Gang Hideout*
Blank & Hit	*Rosewood Surveillance*
Blank & Ace	*Hogwild Gang Hideout*
Hit & Spur	*Prospectors Guild Site*
Hit & Hit	*Frontier Conservation Society Research Site*
Hit & Ace	*Iron Sights Campsite*
Spur & Spur	*A merchant's campsite*
Ace & Ace	*A generous traveler's campsite*

HOMESTEAD

A homestead belongs to a family and may resemble a farm, ranch, or similar home. Choose the situation of the homestead, or roll 1B to determine its situation:

1B	HOMESTEAD SITUATION
Blank	*The family is very defensive towards you*
Spur	*The homestead has been abandoned*
Hit	*The family is cautious but welcoming*
Ace	*The family is very welcoming and helpful to you*

SMALL TOWN

A small town has an inn, saloon, general store, church, and another building belonging to a Faction of your choice or one randomly selected by rolling 2B on the Town Buildings table below.

Consider how the Faction might hold influence over this small town. Does the town appreciate or resent their presence? Does the Faction operate in secret from within the town, or do they dominate the town?

LARGE TOWN

A large town has an inn, saloon, general store, church, weapon smith, mech engineer, veterinarian, doctor, bank, schoolhouse, restaurant, and three buildings belonging to Factions of your choice or decided randomly by rolling 2B for each one on the Town Buildings table below.

Consider how this town might be affected by the Factions occupying it. Are the Factions assisting or fighting each other? Is one hiding from the other?

2B	TOWN BUILDING
Blank & Blank	*Railroad Station*
Blank & Spur	*Frontier Conservation Society Meetinghouse*
Blank & Hit	*Rosewood Office & Jailhouse*
Blank & Ace	*Iron Sights Den*
Hit & Spur	*Tulos Gang Estate*
Hit & Hit	*Local Gang Hangout*
Hit & Ace	*Hogwild Gang Clubhouse*
Spur & Spur	*Prospectors Guild Meetinghouse*
Ace & Ace	*U.S. Government Office*

GOODS & SERVICES

Players will find that prices for goods and services vary greatly from town to town and depend on the supply and demand in the area. Use the following tables as a guide to understand the price of common food items, hospitality, transportation, and technologies from cheap to expensive.

GENERAL GOODS	COST
COOKWARE	
Cast Iron Pan	$2.00
Tea Kettle	$1.50
Silverware (per set)	$1.00
BEDDING	
Bedroll	$1.75
Canvas Tarp	$2.25
Wool Blanket	$2.00
Tent (1-2 person)	$8.00
LIGHTING	
Kerosene Lantern	$1.50
Candlestick (dozen)	$0.60
Flint and Steel	$0.30
Flashlight	$3.00
CLOTHING	
Wool Shirt	$1.50
Cotton Undershirt	$0.75
Trousers	$2.25
Suspenders	$0.50
Waistcoat	$2.00
Coat	$7.00
Duster	$3.50
Wide-Brimmed Hat	$3.00
Neck Scarf	$0.30
Leather Boots	$6.00
Day Dress	$3.00
Bonnet	$1.25
Corset	$2.00

Cloak or Shawl	$4.00
Apron	$0.50

MUSICAL INSTRUMENTS

Harmonica	$1.25
Banjo	$8.50
Guitar	$17.50
Violin	$14.00
Drum	$4.00
Tambourine	$2.00

FOOD & DRINK — COST

GENERAL PERISHABLES

Flour (per pound)	$0.03
Sugar (per pound)	$0.06
Bread (per loaf)	$0.05
Cheese (per pound)	$0.15
Beef (per pound)	$0.10
Chicken (per pound)	$0.15
Beans (per pound)	$0.05
Fruits/Vegetables (per bushel)	$0.75

RESTAURANT MEALS

Eggs and Buttered Toast	$0.15
Roasted Chicken and Potatoes	$0.35
Braised Beef and Beans	$0.30
Prime Rib and Veggies	$0.50
Stew with Bread	$0.20
Cornbread and Molasses	$0.15
Apple Pie (slice)	$0.10

CLASSIC DRINKS

Coffee (per glass)	$0.05
Tea (per glass)	$0.05
Milk (per glass)	$0.05
Cider (per glass)	$0.05

ALCOHOLIC DRINKS

Beer (per pour)	$0.05
Wine (per pour)	$0.15
Whiskey (per pour)	$0.10
Brandy (per pour)	$0.15
Rum (per pour)	$0.10
Gin (per pour)	$0.10

HOSPITALITY - PER NIGHT — COST

Saloon Lodging (bunk)	$0.35
Boarding House (shared room)	$0.50
Roadhouse	$0.60
Bed and Breakfast	$0.75
High-end Hotel	$1.50

TRANSPORTATION — COST

FOR RENT

Horse with Saddle	$0.10
Horse and buggy (per mile, short distance)	$0.10
Stagecoach (per mile, long distance)	$0.08
Train Ticket (per mile)	$0.05
Steamboat Ticket	$0.04
Airship (per mile)	$0.50
Hot air balloon (per ride)	$5.00

FOR PURCHASE

Handcart	$10.00
Covered wagon	$90.00
Wooden Rowboat	$30.00
Dugout Canoe	$18.00

MOUNTS — COST

HORSE BREEDS

American Quarter Horse	$30.00
Paint Horse	$40.00
Appaloosa	$50.00
Morgan	$75.00
Thoroughbred	$100.00
Clydesdale	$125.00
Arabian	$150.00
Spanish Mustang	$200.00

HORSE EQUIPMENT

Basic Riding Tack	$25.00
High-End Riding Tack	$52.00
Horse Grooming Kit	$6.00

PACK ANIMALS

Mule	$75.00
Burro	$25.00
Oxen (pair)	$90.00
Cattle	$20.00

STABLES

Boarding (per night)	$0.35
Feed Only (per animal)	$0.15
Boarding, Feed, Grooming (per night)	$0.60

FORSTALL COMMISSIONS — COST

Backpack Forstall	$50.00
Saddlebag Forstall	$70.00
Mech Forstall	$100.00
Town Forstall	$200.00

MECH COMMISSIONS — COST

Dowitcher Mech	$125.00
Piper Mech	$150.00
Mule Mech	$250.00
Dromedary Mech	$400.00

MECHANICAL PROSTHETICS — COST

Hand	$20.00
Arm	$50.00
Leg	$100.00
Face or Eye	$150.00

PICK A CARD OR ROLL THEM BONES

Some of these resources use 1 or 2 Black or Gold bullet dice to determine an outcome. These dice and tables aren't intended to be random but rather skewed towards a more common result. For a purely random outcome, draw a card from a deck of standard playing cards and imagine yourself playing poker at the local saloon.

CREATING NPCS

Assign a first and last name, personality trait, and unique physical characteristic to bring your NPC to life. You can do this randomly by drawing a card from a standard deck of 52 (remove any jokers), or simply choose ones that stand out to you in the moment. The combinations are nearly endless.

CARD FROM DECK	FIRST NAMES		LAST NAME	PERSONALITY	PHYSICAL CHARACTERISTIC
Ace of Hearts	Adam	Ada	Abernathy	Abrasive	Broad shoulders
2 of Hearts	Amos	Adeline	Anderson	Ambitious	Scar over one eye
3 of Hearts	Aponi	Aiyana	Baxter	Arrogant	Missing a finger
4 of Hearts	Barrett	Annabelle	Braddock	Blunt	Crooked nose
5 of Hearts	Bart	Audrey	Burke	Bold	Sun-leathered skin
6 of Hearts	Beau	Belle	Callahan	Bookish	Balding
7 of Hearts	Boone	Blythe	Carver	Brave	Wild, unkempt hair
8 of Hearts	Buck	Carmen	Cassidy	Calculating	Thick mustache
9 of Hearts	Cash	Clementine	Chen	Calm	Braided hair
10 of Hearts	Chayton	Clara	Clayton	Charismatic	Deep-set eyes
Jack of Hearts	Clint	Cleo	Cobb	Cheerful	Gap-toothed smile
Queen of Hearts	Clyde	Daisy	Crowe	Clever	Burn scar on neck
King of Hearts	Cole	Delilah	Dalton	Cold	Hooked nose
Ace of Diamonds	Colt	Dinah	Dawson	Confident	Freckles
2 of Diamonds	Cruz	Dorothy	Delgado	Cowardly	Pale complexion
3 of Diamonds	Diego	Eliza	Donovan	Cunning	Piercing blue eyes
4 of Diamonds	Elias	Eloise	Dixon	Curious	Clouded eye
5 of Diamonds	Elijah	Esperanza	Evers	Cynical	Tattooed forearms
6 of Diamonds	Emmett	Esther	Espinoza	Deceptive	Weathered hands
7 of Diamonds	Ezekiel	Etta	Fletcher	Dignified	Gold tooth
8 of Diamonds	Finn	Florence	Ford	Disciplined	Tall and lanky
9 of Diamonds	Gideon	Frances	Garrison	Distant	Short and stocky
10 of Diamonds	Grady	Georgia	Granger	Dramatic	Barrel-chested
Jack of Diamonds	Hank	Halona	Harlan	Driven	Stooped posture
Queen of Diamonds	Hosa	Harriet	Ito	Eccentric	Sharp cheekbones
King of Diamonds	Isaac	Hattie	Kane	Energetic	Heavy limp
Ace of Clubs	Isaiah	Inez	Langston	Fierce	High-pitched voice
2 of Clubs	Jack	Iris	Lawson	Flamboyant	Deep, gravelly voice
3 of Clubs	Jedediah	Jemimah	Lomax	Friendly	Calloused hands
4 of Clubs	Jesse	Joanna	McAllister	Gloomy	Long, braided beard
5 of Clubs	Joaquin	Josie	McCree	Greedy	Eyepatch
6 of Clubs	Juan	Lila	Monroe	Grumpy	Tattoo on neck
7 of Clubs	Kit	Loretta	Morgan	Gutsy	Unusually tall
8 of Clubs	Levi	Louisa	Okada	Honest	Hunched back
9 of Clubs	Luke	Lucille	O'Connell	Hot-headed	Prominent Adam's apple
10 of Clubs	Mateo	Maggie	Parker	Idealistic	Thick eyebrows
Jack of Clubs	Miguel	Magnolia	Prescott	Impulsive	One eye always twitching
Queen of Clubs	Nashoba	Maria	Quinlan	Kind-hearted	Broad jawline
King of Clubs	Reid	Mattie	Rawlins	Lazy	Broken nose
Ace of Spades	Rhett	Maude	Red Elk	Loyal	Walks with a cane
2 of Spades	Ruben	Minnie	Remington	Melancholic	Clean-shaven and prim
3 of Spades	Santiago	Nayeli	Rhodes	Mysterious	Smells like tobacco
4 of Spades	Silas	Nellie	Ringo	Naive	Always squinting
5 of Spades	Solomon	Olivia	Sinclair	Nervous	Matted hair
6 of Spades	Stetson	Pearl	Sloane	Noble	Wears thick spectacles
7 of Spades	Takoda	Rosalie	Tate	Paranoid	Trembling hands
8 of Spades	Theodore	Ruby	Thornton	Patient	Rosy cheeks
9 of Spades	Timothy	Sadie	Tillman	Reckless	Rough, cracked lips
10 of Spades	Tucker	Savanna	Turner	Righteous	Eyes two different colors
Jack of Spades	Wayne	Whitney	Vargas	Stoic	Raspy cough
Queen of Spades	Wyatt	Wyanet	Washington	Suspicious	Always chewing something
King of Spades	Zeke	Zora	Yazzie	Wisecracking	Smudged with soot or dust

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BOYLEI'S TERRAIN CRAFTING GUIDE

In this crafting guide, you'll find a list of tutorials for fun general Wild Western scatter terrain as well as a few centerpiece items that will enrich the gaming experience for you and your players. The goal is to take the in-universe immersion to the next level! This is not an exhaustive list of terrain, but a selection of items that will help you practice basic crafting and building techniques!

WHY SHOULD I MAKE TERRAIN?

The main reason you should make terrain is if you'll enjoy it! Physical minis and terrain aren't necessary to have a great time playing this RPG, but if you want another way to participate in the lore and world building of the universe, crafting terrain for your sessions is an amazing way to do that.

PRINCIPLES OF TERRAIN MAKING

When designing terrain for tabletop games, it's important to remember that what you're building never needs to be perfect, (there's no such thing). The point is to have fun creating a miniature world with your own hands and end up with something you can play with. Remember your terrain is also going to potentially take a bit of a beating during play, being subjected to dice rolls, excited hand movements, etc. Make your terrain sturdy, but also don't worry if it gets broken and chipped sometimes.

WHAT SHOULD I MAKE?

When deciding what terrain pieces to build for your play sessions, the best place to start is the story you plan on telling. Think through the locations of your next chapter and pick out the most important elements, both big and small, that will help you fill in the details for your players. If you're in a town, make some buildings or water troughs, if you're in the mountains, some rocks and trees might be the way to go.

KITBASHING

The WIW is a kitbashed universe, combining elements from various things that create something new. The common underlying structure of the WIW is of course the historical western theme and a sprinkling touch of "imaginary." The terrain should reflect that! (80% Western, 20% Imaginary). There aren't large manufacturers of technology in the West, which means you're unlikely to find two machines that are exactly alike. The components used are most often one-of-a-kind.

Don't worry if you don't have any of the same kitbashing pieces that you see in this guide, be creative and make your terrain unique to you. If you don't have a collection of nicknacks and bits to use, start one! Some good places to find bits are in old electronics, toys, model kits, pen parts, etc. You can go thrifting or repurpose things you haven't used in a while. Bits are everywhere!

PLAY SURFACES

We won't go in depth into the game board, but the buildable pieces in this guide should be compatible with almost any type of play surface, including game mats, printed layouts, and digital screens.

TERRAIN TYPES

We've broken the terrain down into two types in this guide:

GENERAL SCATTER TERRAIN

These will help populate your tabletop with themed items and obstacles that can be used repeatedly across various scenarios, stories, and locations.

POINTS OF INTEREST

These items tend to be bigger and more detailed, derived directly from a specific element of the story being told.

CONSIDERING SCALE

The official human miniatures of the WIW are on 28mm bases and approximately 1:60 scale. That means that the average human stands just over an inch, or 30mm tall. For the sake of playability, we recommend not sticking too strictly to the exact scale, (especially for interiors), as the bases of the miniatures require extra space for movement. That being said, here are a few (rounded) measurements that should help you stay within a visually acceptable range:

- Door frame - 1 3/4"(H) x 1 1/4"(W)
- Windowsill - 3/8" (H)
- Fence posts 5/8" (H)
- Conestoga Wagon - 2 1/2"(L) x 1 1/2"(W)

To easily find the scaled down size of any object, divide the estimated original height by 60. (Work in inches or millimeters to keep things simple).

BEFORE YOU GET STARTED

You're gonna need some tools and materials. Below is a list of suggestions:

TOOLS

- Craft Knife or Hobby Knife
- Scissors
- Rubber Cutting Mat
- Ruler
- Paintbrushes
- Tweezers
- Hot Glue Gun
- Pin vise/hand drill

MATERIALS

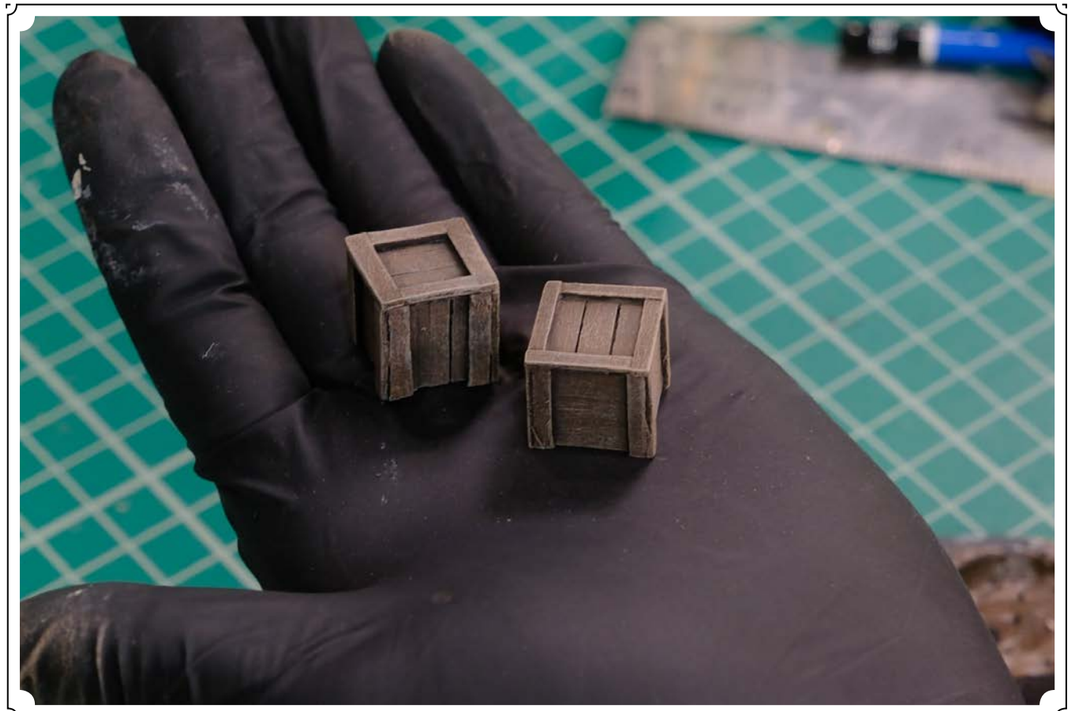
- Foam Board
- Hot Glue
- White Glue (PVA)
- Super Glue
- XPS Foam (Pink or Blue Foam)
- Styrofoam
- EVA Foam
- Cardboard
- Wooden Dowels
- Balsa Wood
- Modeling Clay or Putty
- Basing Materials, (sand, pebbles, dirt)
- Static Grass/flocking
- Paints (Acrylic and Spray Paint)
- Plaster/gap filler

EXTRAS

- Bits for Kitbashing
- LED Tea Lights
- Water Effects
- Miniature Foliage/trees
- Wire

SCATTER TERRAIN

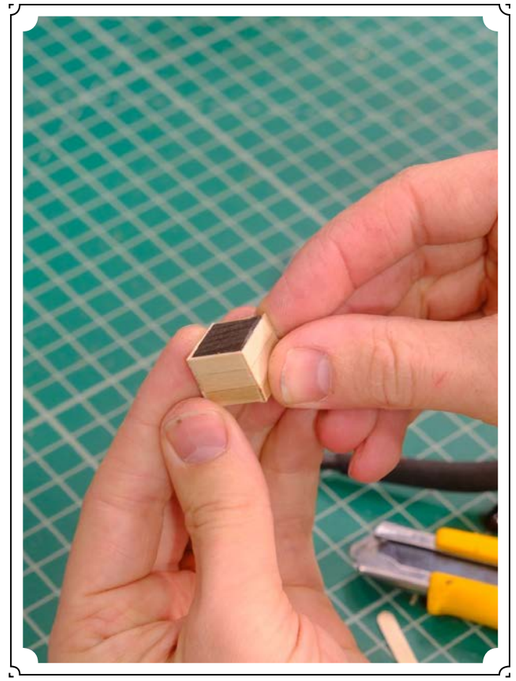
This section focuses on iconic western terrain elements such as rock formations, fences, and cactuses. These tips and tricks can be used to create far more than what we've included here! (Remember, the WIW is 80% Wild Western and 20% Imaginary, apply that to your terrain!)



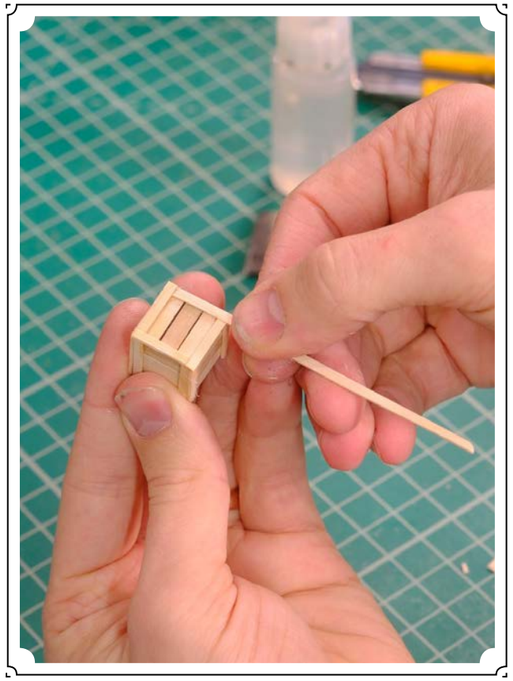
CRATES & BOXES

Whether opportunities for of loot or quick cover in a shootout, crates and boxes are an essential part of town related terrain.

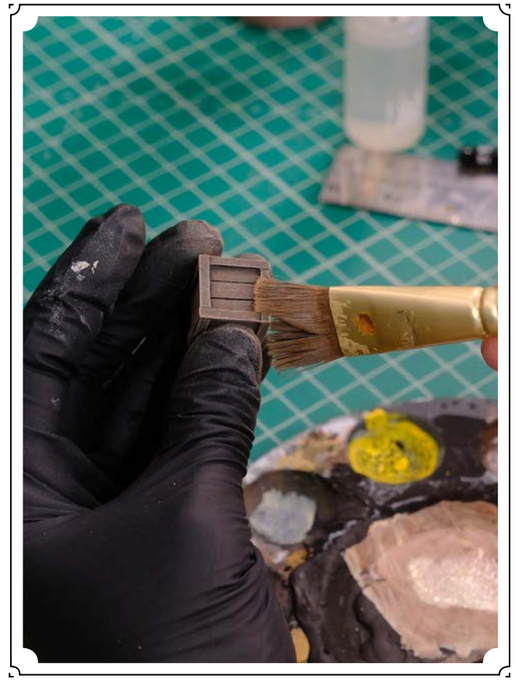
1 - Cut out some foam cubes



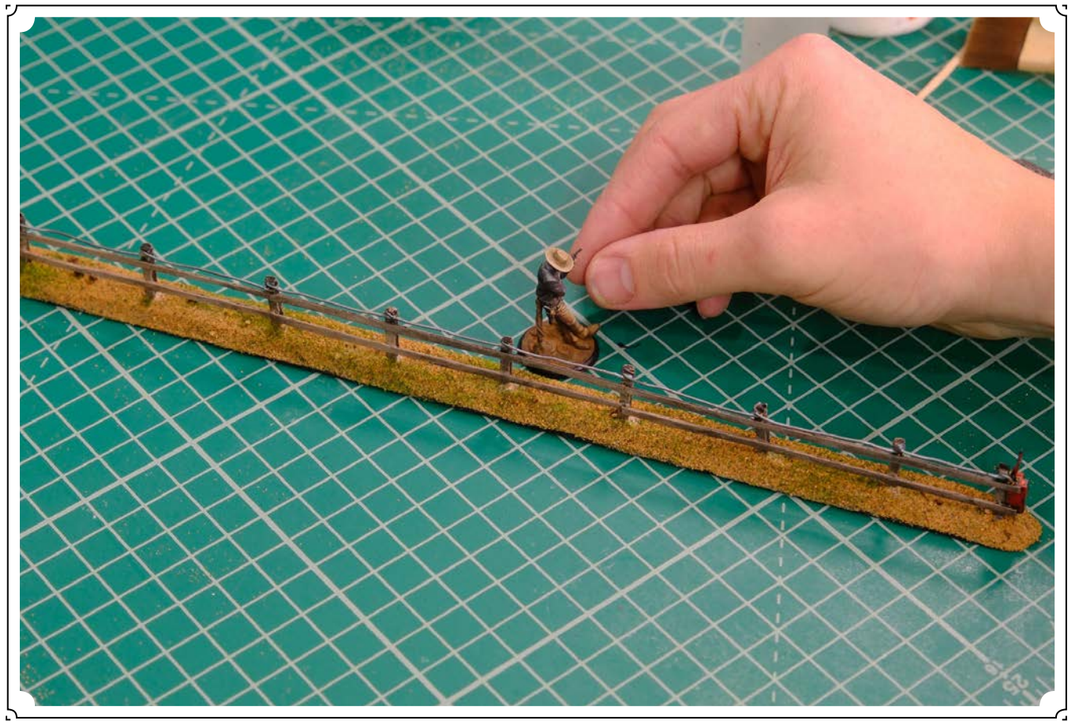
2 - Glue on strips of coffee stirrers



3 - Add trim pieces to the corners



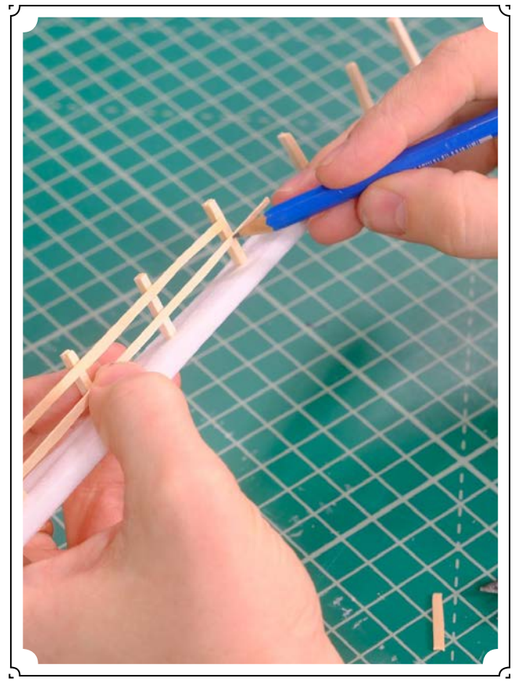
4 - Paint and weather. You can experiment with different shapes and sizes for more variety!



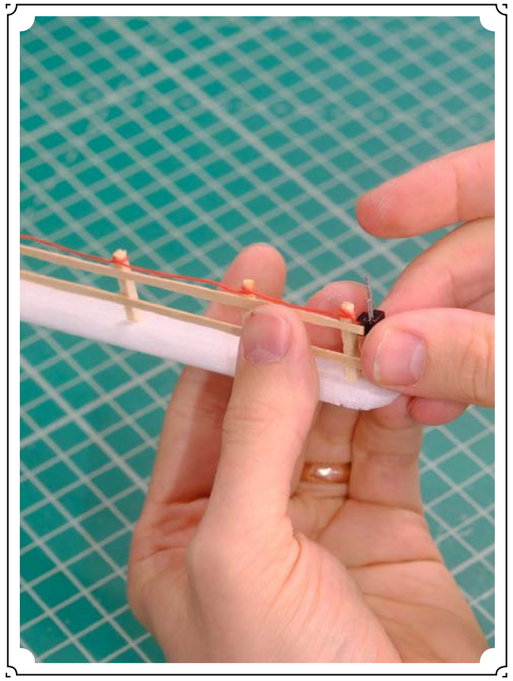
FENCES

An unfortunate, but common sight in the West are gallows. Whether the focus of a daring rescue or just sitting in town as a reminder of the law, a gallows is an excellent addition for your table.

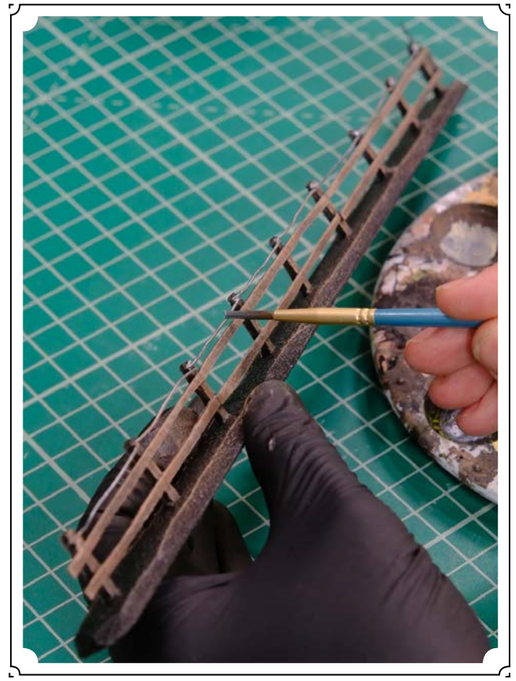
1 - Cut out a base and fence posts



2 - Put cross beams between the posts



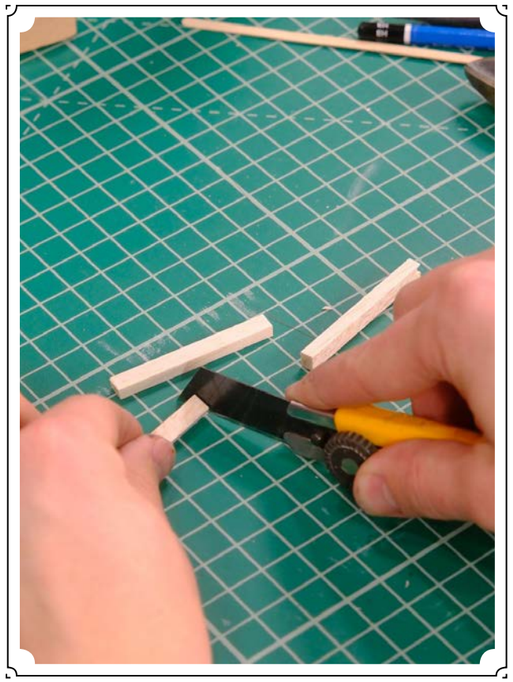
3 - Add greeblies for an electric fence



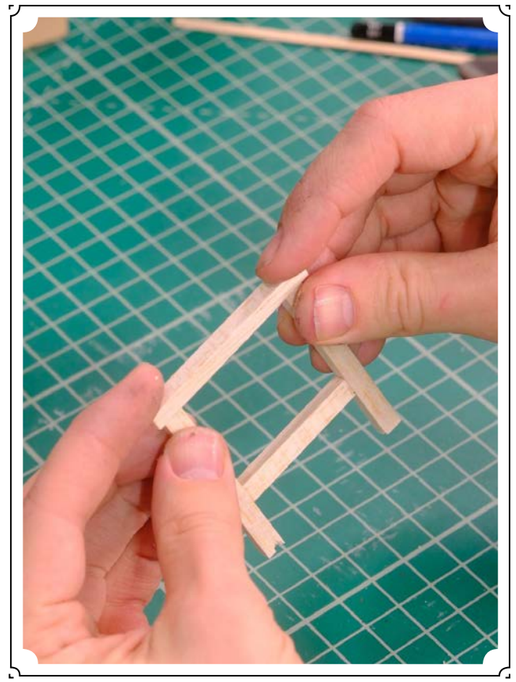
4 - Paint. You can make long sections of fencing or multiple short sections depending on the desired use!

SIGNS

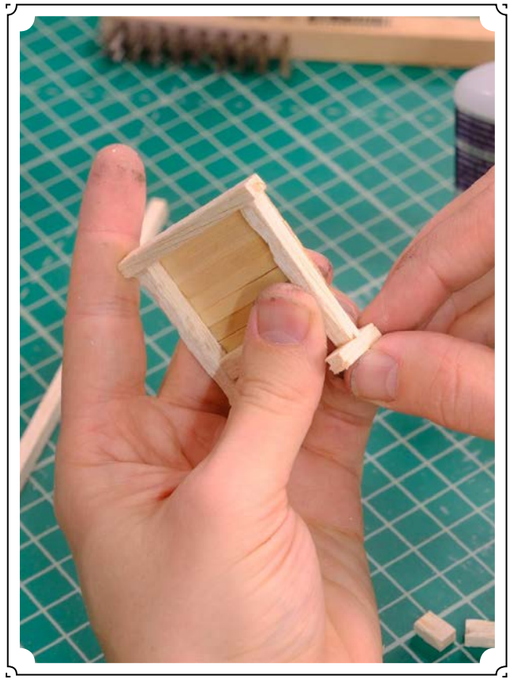
Your players will often be searching for clues and information to keep them moving, signs are a great opportunity for that. Decorate your signs with whatever your story needs! (TIP: Using magnets for interchangeable signs is a good way to get more use out of your structures!)



1 -Cut balsa to the desired lengths

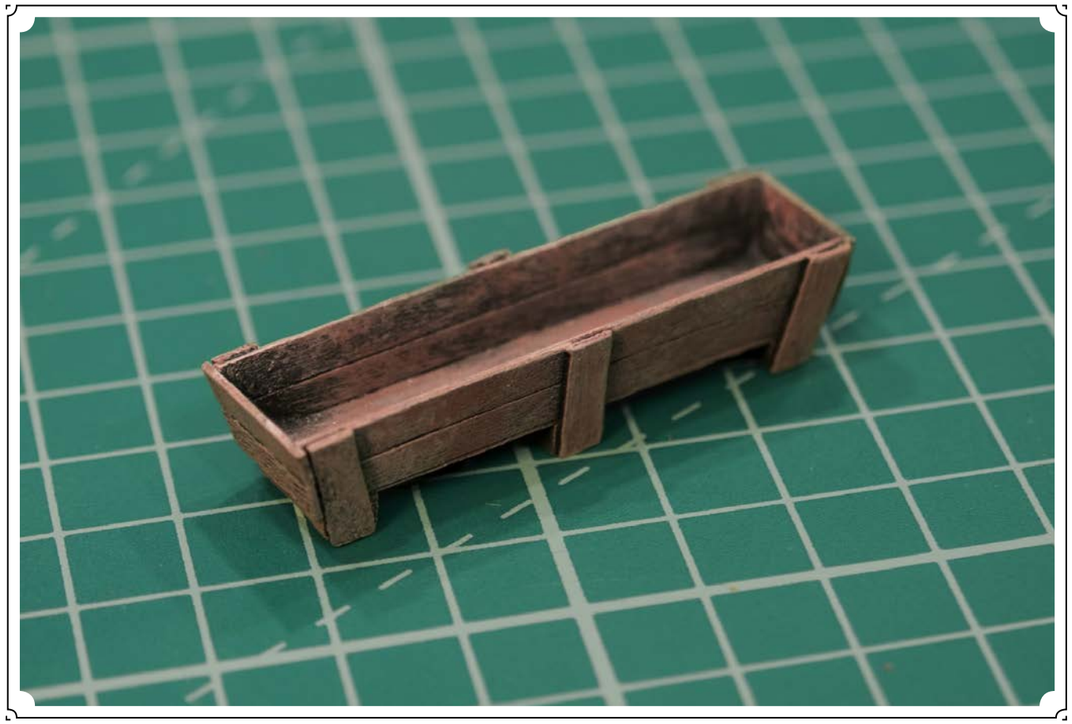


2 - Glue together in a box



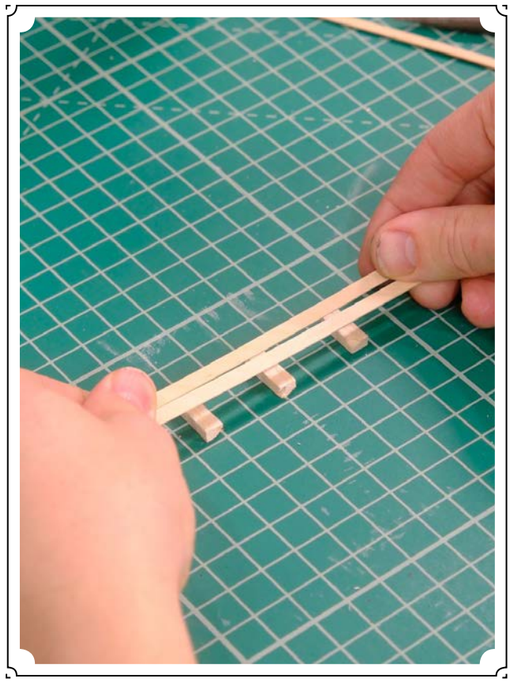
3 - Add feet and backing

4 - Paint. Add gameplay elements. (This could be a map, community board, wanted posters, etc.)

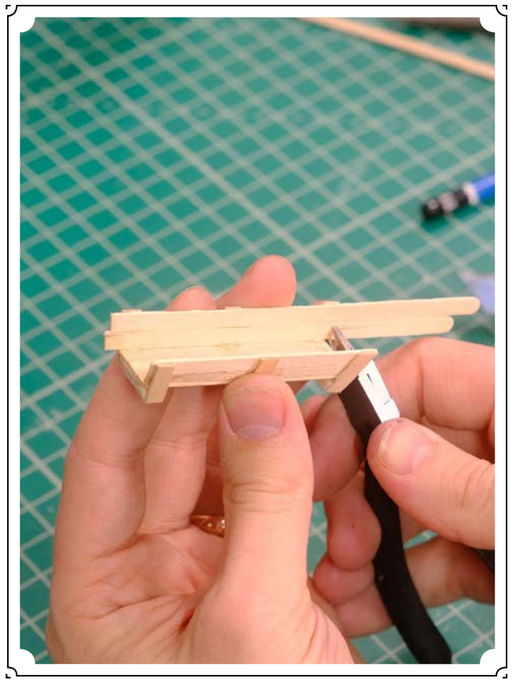


WATER TROUGHS

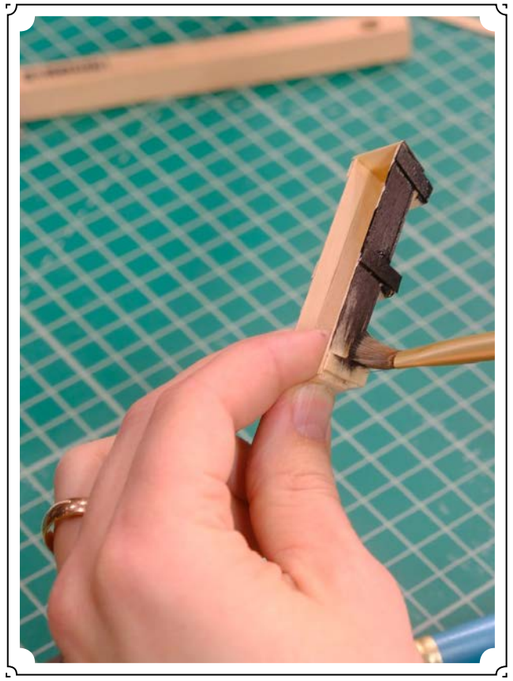
The most important form of transportation in the West, after your own two feet, are horses. Gotta keep them hydrated!



1 - Cut out your boards and beams



2 - Angle the vertical posts and glue sides on



3 - Paint

4 - Add water or leave empty as desired!

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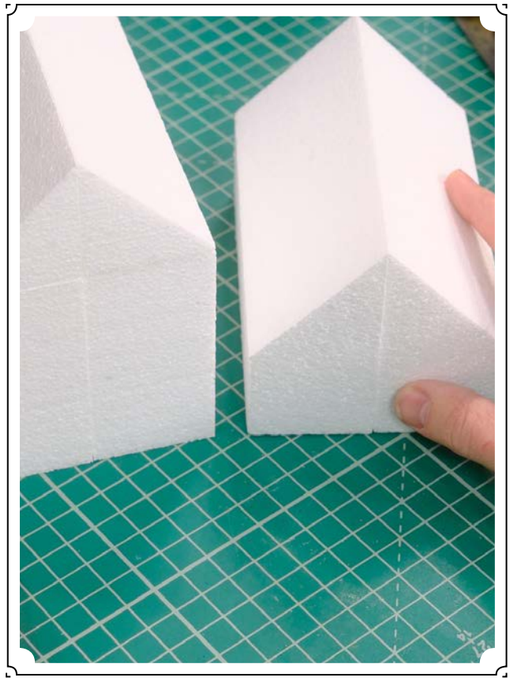
POINTS OF INTEREST

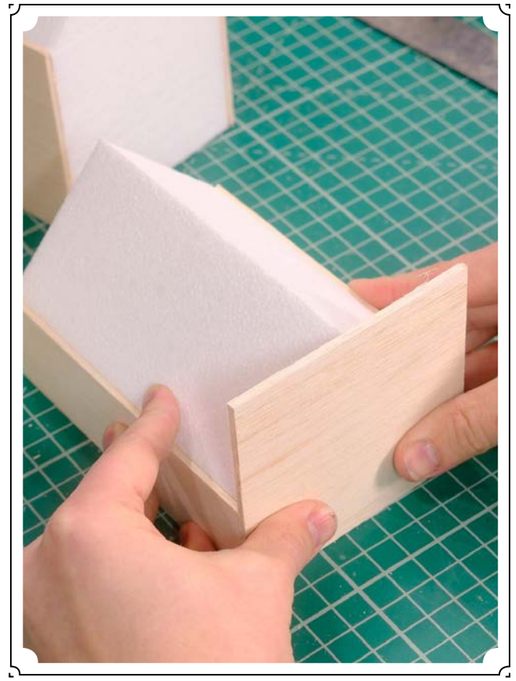
Now that we have some basic terrain, and hopefully a good collection of new skills, it's time to focus on our centerpiece! These tend to be larger and require more time, but will be the focus of some of the most intense and enjoyable moments in a play session, so giving these a little extra time and effort is worth it!

WESTERN BUILDINGS

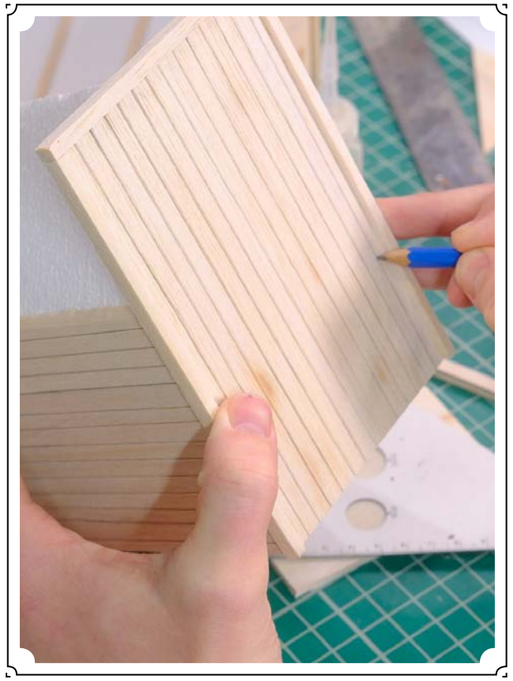
A vital part of any Western setting are the buildings. Go to town with the false fronts, boardwalks, and batwing doors!



1 - Cut out the shapes of your buildings



2 - Cut your balsa and glue to the foam



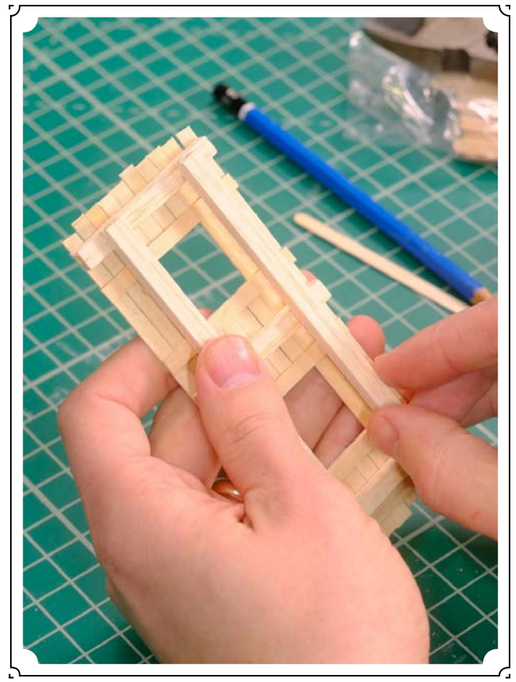
3 - Give the balsa proper wood grain and texture

4 - Kitbash the tech from your bits box or junk drawer (be sure to add antennas!) and add extra structural details

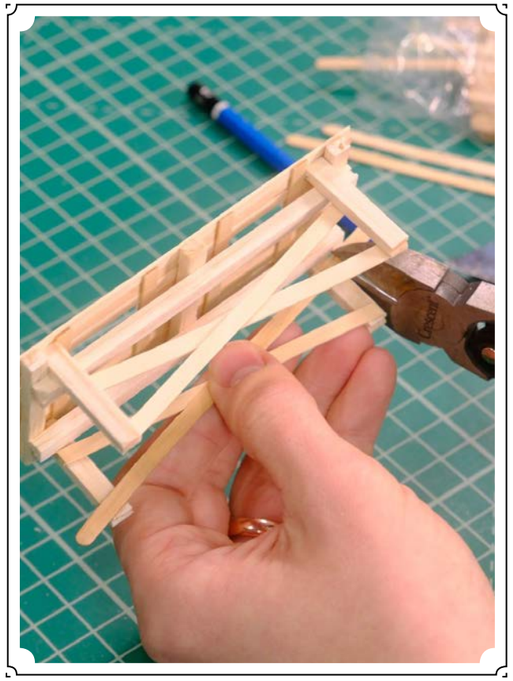
GALLOWS

An unfortunate, but common sight in the West are gallows. Whether the focus of a daring rescue or just sitting in town as a reminder of the law, a gallows is an excellent addition for your table.

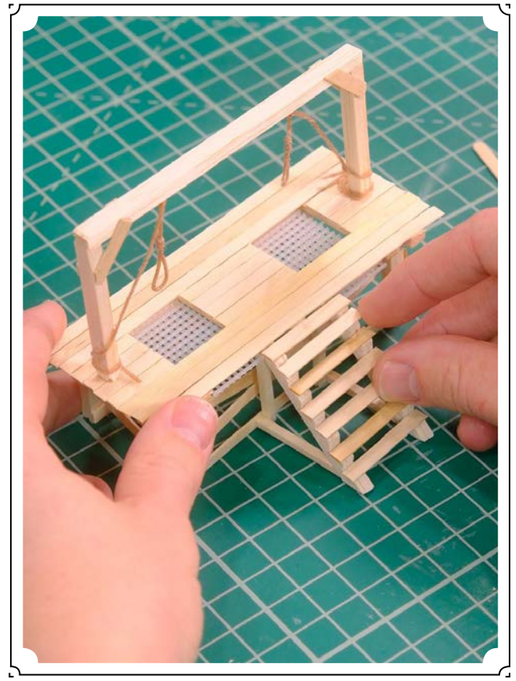
1 - Cut multiple strips to the same length



2 - Glue boards together with an underframe



3 - Add feet and backing

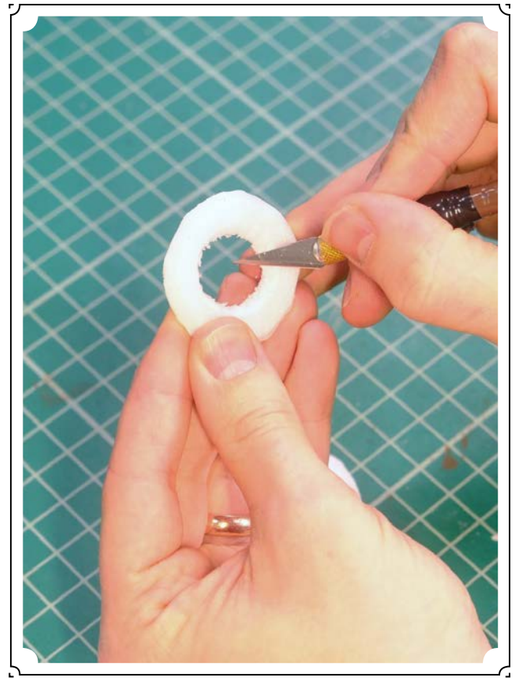


4 - Make a frame, stairs, and other details. Glue all together.

ANIMAL BURROWS

Many animals in the west live underground. A quick way to show your players they've stumbled into an unfortunate situation is to throw some large burrows on your map.

1 - Cut foam sheet in a loose circle



2 - Cut multiple smaller rings of foam

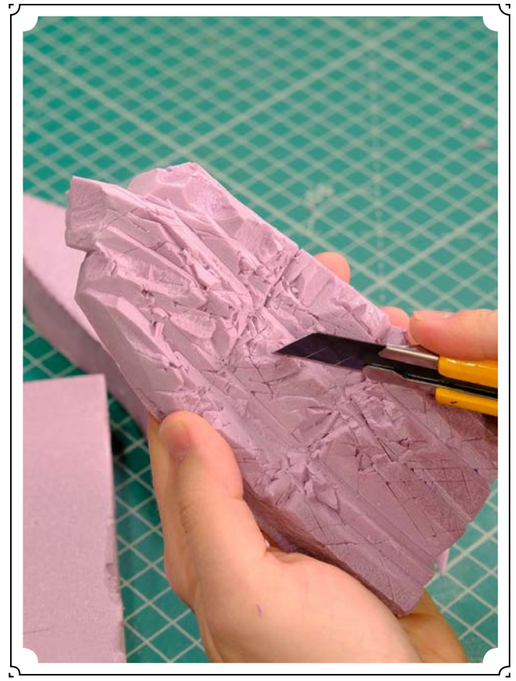
3 - Stack and glue the foam rings

4 - Cover in PVA glue and sand. Paint interior of the hole black.

SASQUATCH'S LAIR

Sometimes, the story will lead your players directly into the heart of a monster's domain. A bone-riddled lair entrance is a great way to get your player's heart rates up.

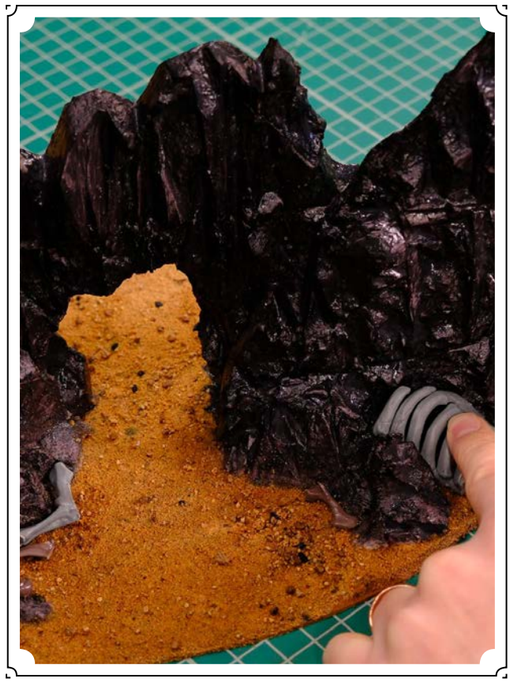
1 - Cut foam sheet in a loose circle



2 - Cut multiple smaller rings of foam

3 - Stack and glue the foam rings

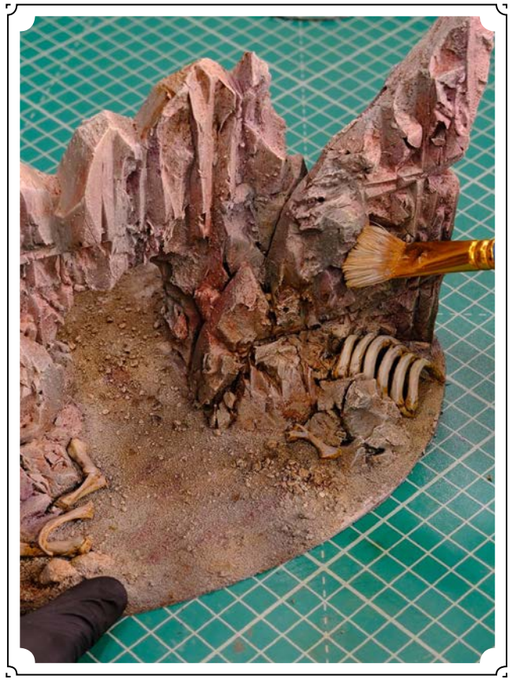
4 - Cover in PVA glue and sand



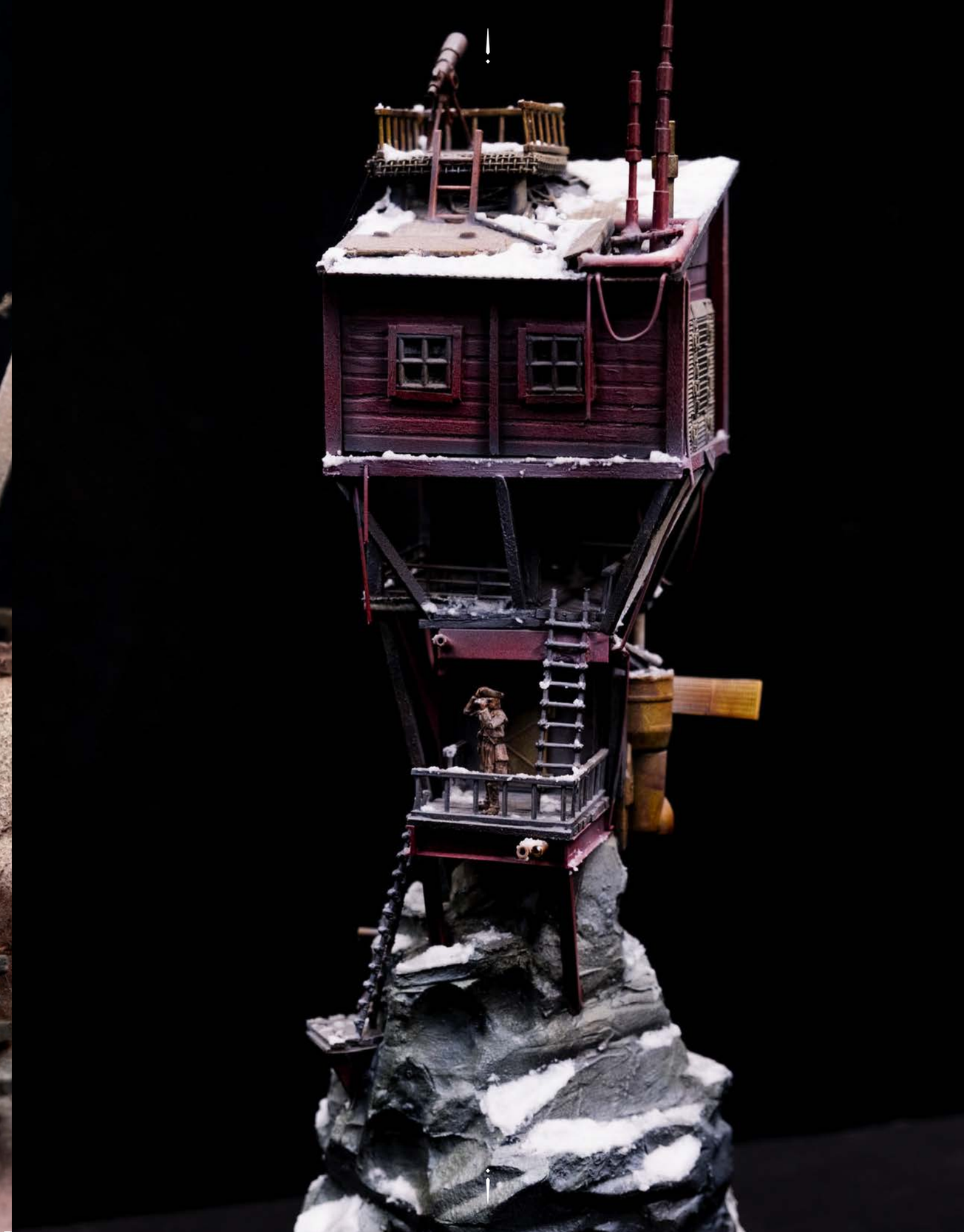
5 - Decorate with bones as desired

6 - Prime white

7 - Use warm colored washes for a rocky look



8 - Drybrush sandy color over top



THANK YOU

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While a thanks to them and all of you is important to us, an even more special feeling of gratitude goes to the Lord, our families, friends, spouses, and children. Their patience has been tested, appreciated, and carried carefully with us on this expedition out West, as we've put more time and energy into this project than we ever thought we could. You won't find partners as loving and long-suffering as them.

As a small token of gratitude, we'd like to put our amazing Kickstarter backers on display, listed here by pledge level:

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LaMascus
Lance Woods
Landon McCoy
Lane DaMoude
Lau & Aleck
Laughing Dog Enterprises
Laura Goncalves
Laura K
Laura-Maria Mäkinen
Lauren Jones
Lauren Yurystowski
Lavi
Lee Wilson
Lee Wilson
Lee Wyburn
Lefty Badger
Leighton Gill
Leon Gor
Leonie
Level One Gaming League
Levielle
Lewis Bonzo
LexDuncan
Liam Elsen
Liam Miller
Liam Moffat
Liam Sexton
lilethanooo
Lilith Wilson
Lillian Harvey
Lindberger
LO Mørk
Logan Grothe
Logan Hamilton
Logan Murphy
Logan vickery
Longbelly_
Longo Family
Lorenzo Ramirez
Lottie
Louis Ford
Lucas & Logan Balenko
Lucas Gruber
Lucas Pankratz & Adam Pankratz
Luke Kaul
Luke Loveday
Luke Olsen
Luke Schotanus
Lyatif Kodzhaahmed
Lydia Tyrrell
MacTerr
Madi D
Madurgan
Maitre Aubin
Maja Boye Flindt
Mal & Kory Nunez
Manoela & Mike
Manuel Casares Rubio
Manysidedmirror
Marc Dunning
Marc Duteau
Marc McAndrew
Marchungus
Marcus Amthor
Marius Kolkin
Mark Dillon
Mark Jaeger
Mark Lisle
Mark Miller
Mark Murphy
Mark Olka
Mark Rybus
Markus Blackhand
Markus E.
Marley Griffin
Marshall Harshberger
Martha Anderson
Martijn Willemse
Martin Eirich
Martin Soumar
Marvin Diem
Mary
Matt Beighton
Matt Butcher
Matt Charlton
Matt Greene
Matt Howdy Jr.
Matt Mihoover
Matt the Icebear
Matt W McCoy
Matt Waefelin
Matt Wehmeier
Matthew Caudill
Matthew Chisholm
Matthew Dugan
Matthew Fuller
Matthew H.
Matthew I.
Matthew Johnson
Matthew McKowen
Matthew Moriarty
Matthew Moses

Matthew N. Minsky
Matthew Prokop
Matthew Sullivan
Matthew T “Atomic“
Mättu
Max Clinton
Maximian Held
Maxwell Johnson
Maxwell Nicholson
Mayor of Hentown
McCusker Clan
McKnickKnock
MedievalSage
Meg Thackeray
Megan McNeil
MeiMei & InfinityHeart
Mel Follmer
Melisaurus
Mercier Family
Merki Boys
Merlin Eggers
MetalRyuGear
Micah LeClercq
Micha
Michael “Deadeye“ Koop
Michael Casal
Michael Gale
Michael Grandizio
Michael K.
Michael Kruley
Michael phelan
Michael R. Longoria III
Michaela Van Wicklin & Bryce Pollock
Michelle Henao
Mickey Musser
Mihari Rust
Mike Halloran
Mike Lally
Mike M
Mike Nagle
Mike Theodorsson
Mikey “ Coach” Collins
MilanTheOnly
Miles H. - Texas
MinorHydra
Missta Onion
Misty
ML Tucker
MNP122
ModgePlaysGames
Mokichi
Mokoleus
Mollie Dunnington
Molliver
Morgan Buckler
Mr_Moustache
Mr. and Mrs. Beyer
Mr.Horn_5150
Mr.Mikor
Mr&Mrs Bear Forbis
MT Toronto
MWX1138
My Le
Myra Beth Doughty
Mythilt Ambermere
Nagabe
Nara Arwen Cole
Natalie Jo Bray
Natalya G.
Nate Miller
Nate Raley
Nathan Chapman
Nathan F Robertson
Nathan Harris
Nathan Nash
Nathan Simpson
Nathan, Herald of the West Coast
Nathandrew
Nathaniel Dunbar
Nathaniel Lee Bennett
Nathaniel Rizzuto
Nathaniel, Toby, and Gabriel White
Nazaros
Neal, Dane, & Tarin
Neil clark
NeonDaLight
Nichol Young
Nicholas and Crystal Wolf
Nicholas Bianchi
Nicholas Blanks
Nicholas Crockett
Nicholas Hendley
Nicholas Lindsay
Nicholas Miller
Nicholas Mock
Nick Greenwood
Nick Jalowy
Nick Johns
Nick Milot
Nicolas R. Rentschler
Nictrolis & HRAC
Nik Miner
Nikki & Evelyn L
Niko Thompson
Nmirah
Noah Ban
Noah Bolick
Noah Hanson
Noémie Bijon
Nolan Leber
Nolan, Jacob & Ethan
Northof60Maker
Not Man
Notespellingof
Nothing Ventured, Nothing Gamed
Nova Elizabeth-Ramona Crenshaw
Nova Hanson
Novak
NSG
Obed
Odin Wattz
Oisinbuddy
OK Retro
Old West Johnny
OldMateBrendo
Olivia & Michael
OllieOxyn
Ondřej Šmarda
Onlyifurnice
Oscar “Oz“ Nava
Oskar Huzelius
Oswald Blanc
Owen & Daddy
Owen Ace
Owen bluhm
Owen C. Williams
Owen Day
Owen Family “ESEHL“
Owen, Jade, Griff & Gwenna
Ozymandias
P.Wilcock
Pablo De La Cruz
Pace C.
Papasmo Harmonix (Basti B.)
PaperbackYeti1
Pat Lyon
Patrick and Jacinta
Patrick Gallagher
Patrick Henderson
Patrick J Meenan
Patrick Kennedy
Patrick Lasseter
Patrick Samphire
Patrick Santella
Paul Homer
Paul Nicholas Kattner
Paul Roath
Payne Robertson
Peivalke
Peregrine & Lysander Munson
Pete Zrioka
Peter & Theresa T.
Peter Egri
Peter Gabriel
Peter Garancis
Peter L Cook
"Phil Watson
Roxanne King"
Phil Wesolowski
Phillip & Zoe
Phineas
Pickles
Pineapple on Pizza
Ping-Po
Pixel mine the miner
PixRetro
PlagueGaming
PocketKaba
Popen
Port
Prox and Firs
Pud Murphy
Puttzy
Pwyll and Riley Twiceborn
Quentin von Schlachten
Quietlovingman

Quinn Allan
Quinn B.
Quinten O'Brien
R. van Be
R.S Flamingo
RabidRay
Rachael C and Colt N
Raighnan O'Reilly
RAK man
Rama Lightfoot
Randall Handorf
Ravenshryke
Raymond Mosco
Raziel Hertel
Rebecca & Avery Gurney
Rebel Horse
RedArchimedes
Redchiss
Redford Hawke
Reid Brobst
Ren Bezzant
Renato Orellana
Renee Griffin
Reta & Evan Burdette
Rez Coda
RHL
Rhy Labelle
Rhydian Wyr-Iorwerth
Rhys Rootes
Richard Peachment
Riley Kennedy
RJWolf Studios
Rob Davidson
Rob Dunbar
Robbie Worley
Robert "Min" W.
Robert Green
Robert Larue Kennedy
Robert William Prestwood
Robin Kamerman
Robin's Nest
RoboGoblin
Robs Jabroni
Rodante Deaño and Family.
Rodney and Sarah Hennessey
Rogue686x
Rohan H. Day
Ronald Clay
Roosterfish_
Rose Crenshaw
Roslyn Maier
Ross Skilling
Rowan Halton
Roy Daniel
Rudy C.
Rumle
Russ F
Russell Andrews
Russell Smith
Ryan Adams
Ryan C. Oberlin
Ryan EM
Ryan H Young
Ryan Homer
Ryan Johnsen
Ryan K. Fenton II
Ryan Kealty
Ryan Little
Ryan Mazurek
Ryan Newswanger
Ryan Orth
Ryan, Sheridan, and Gwen Thompson
Ryne & Meg
S. Borgstrom
S. Maisel
Sab K
Sali_Lisa
Salvador García
Sam "Eryst" Ledwich
Sam "The Man"
Sam P
Sam Pospisil
Samantha Bradley
Samantha K. Shaw
Sami & Dakota
Samuel Hall
Samuel Johnson
Samuel Wittman
Sander Laureyssens
Santiago and Rainy McDonald
Sara Cohle
Sarah Bamberg
SargentSwords
Savage Prawn
Sawyer Fox
Scott Avis
Scott Burt
Scott Hall
Scott Paine
Scott Whitesell
Sean Bulloch
Sean Burke
Sean Koepfinger
Sean.C.Reilly
Sebastian Lee
Sebastian Q Smith
Sebastian R. Winters
Selah, Liam, John, Rory, and Vesper Fox
Selina N. A.
Seth & Darcy Finch
Seth & Holly Barber
Seth Mcluckie
SGT Rosas, Rene
Shabadaba
Shadow Raven
Shaffersaurus
Shai Hulud
ShaiWalker
Shane Boudewijn
Shane M.
Shane Polkey
Shannon Gnome
Shari Dixon
sharkinhats
Shawn Bradley
Shawn Gates
Shawn Murray
Shawn Vogels
Shayan Amir
ShayJ
Shayla Farr
Shelby Garrett
Shino G.
Sid Clemens
Sidonie Whelan
Silex Kross
Simon Ayesse Vox
Simon Gonstead
Simon Gubbins
Sir Marrok
Sir Nicholas of Hamalot
Skye Gray
Sleepsinsnow
SLZ BUILDZ
SmileeBarnicle
Smoin_plog
Smol & Tol
SneakiestCarp
SONICobra
Sophie Watkins
SparringLlama
Spencer Cates
Spencer Melhus
Sprovs
Spud Daniels
Squiggle
Stanley walling
Steev
Stefan Hensel
Stefan Lewszuk & Elliot Goosey
Steffan & Rebecca Hiebert
Sterling Birdwell
Steve & Alex Wright
Steve Bull
Steve Copsey
Steve Mavilla
Steve, Sophie, Lara and Alexa Cawley
Steven "LoomZ" Weber
Steven Brandt
Steven Bullins
Steven D. Cooksey
Stijn Rombouts
StoneDogg
Stott Family
Strega Nona
SulfurixArts
Super Searcher
Sweetie Pie & Mr Snuggles
SwirlyOfficeChair
Sybren Ost
Taber Gloshen
Tale Weaver
Talen
Tamara and Dan
TCZ
Tereza & Daniel

Th3_Fool
Thane and Ryan!
The Bourgoins
The Brooklyn Bridge Troll
The Collier Clan
The Crusading Cowboy
The Griffin Family
The Grubbs
The Hollie Family
The little Duck
The Master of Monsters
The Perrigo Trio
The Quiñones Family
The Revelator
The Reynolds Family
The Rikstads
The Rounds Boys
The RPG Academy
The Sabey-Beaird Family
the shaunfather
The Tarantula Riders of West Potato Valley
The Unforgiven King
The Unknown Stuntman
Thec
TheCoolPanda
TheFlannelMan
Thehinafreak
TheLeafKing
Theo Foy
Thom M.
Thomas Burningham-Glover
Thomas Claude Zink
Thomas Dumbleton
Thomas E Gale
Thomas Kilby
Thomas Leechin
Thomas Marchese
Thomas Ødegaard
Thomas Sowell
Thor gregerson
Thunder Bacon
Thundrosaur
Tiff
Tiffany & Travis
Tiger
Tim Emmerson
Tim Holt
Tim Matich
Tim Wright
Timbaldus
Timothy O. Deschaines
Timothy Suitor
Timothy Yarborough
Tink's attic
Tobias Dassler
Toby Berrett
Toby Graham
Tokolosie
Tom & Jess Neal
Tom Kershaw
Tom Likely
Tomás & Rory
Tommy Kilpatrick
Tommy Meehan
Tommy99
Tony "Mr. C" Constantino
Tony & Jessica Migliore
Tony Gonzalez
Tony Holloway
Topher's Projects
Torben Jensen
Tori & John
Trachese
Travis Gordon
Tristan D.G.
Troy Shelley
Turkleton68
Twigdamyou
Twin Rooster Ranch
Twobears
Ty K
Tyler
Tyler Day
Tyler Drac Haynes
Tyler Irwin
Tyler Janowicz
Tyler Krick
Tyler Post
Tyler Prichard
Tyler Terrell
Tylersaurus Rex
Tyson E
UnMass
Uriel Oblivious
Vaelant
Valerie Welvaert
Valric Constantine
Vella Boys
Victor H. Martin-Alonso
Victor P. Haerinck Jr.
VirginiaBlackWrites
voidhaseyes
Voidhawk22
Voip :) (Rj to some)
Volt the Robot
W. David Wood
Wadebomb
Walking Raven
Walter Bryan
Walter, Henry, Bella, and Willow Witchell
Warhawk622
Wayne D Burton
Wes
Wiccy
Will Devaney
Will Kramer
Will Nicola
Will Outridge
William Holder
William Laurence
William Purdy
Winona Cheeseman
WitchCoveCrafts
Wolfes
Worldwalker
Wrzlprnft
Wyatt Stites
Wyatt Warren
Xavier and Serena
Xef
XERO
xxLucid
Xylo
YellowPotato28
Yeshua The Blue
Youpock!
Zac Cracknell
Zachary and Elyse Griggs-Monyette
Zachary Fejes
Zachary Graixinha
Zachary See
Zachary Stewart and Amy Brannan
Zachary Yee
Zack Parkerson
Zak Haines
Zakery Di Frisco-Ward
Zane Smiddy
Zechariah C. Schreiber
Zeek1680
zenovka
Ziggy B
Zion Davis
Zuvan

WILD EDITION

A.J. Simpkin
Aarno
Abi Harding
Abigail Parks
Adam Bessler
Adam Conway
Adam K. Hudson
Adrian Davis
Agatha Reitz
Aimeric-Thomas DALVAI
Al'Xhandar
Alan Park
Alannah Guevara
Alaster Mentie
Alec
Alejandro García Jiménez
Alex & Jessica Mahon
Alex and Alison Wharry
Alex Harris
Alex Hatch
Alex Maxey
Alex Young
Alexander Barry
Alexander Olney
Alexandre Fagundes
Alexis Ashmore
Alexis Hart
Allen Panakal
Álvaro Rodrigo

Alvin Gao
Amy Goersch
Amy Rugaber
Ana B
Anders Svedell
Andrea McAtee
Andreas Foteas
Andrew 'Wolfy' McMullin
Andrew “Adog“ Anderson
Andrew Bowker
Andrew C.M. East
Andrew Michael Daly
Andrew Varvel
Andy Meyerhoefer
Andy Rocheford
Angelina Macias
Angus Sledzinski
Ann-Katrin
Anna R. Dunster
Anthony Robinson
AoifeJo
Apollo Pautler
Ari Jones
Arkey
Arno Charrier
Arthur DeCamp
Arthur H.
Artus Kayn
Ash Blair
Audyric
Austen Weitzel
Austin Braeden Kellan
Austin Winkelspecht
Average Archer Gaming
Avery Soule
Axel M.
Aydin
B. Ákos
BagelSable
Baptiste
Barron Inc.
Barry McDougall
Beauford T Shimbucket
Becca & Lisa
Bee Mellor
Beepothebest
Ben Charlwood
Ben Gisby
Ben Hajduk
Ben Sowell
Benjamin Olschewski
Bentley Usher
Bestguy
Beth Brissenden
BigBangA1
Bill and Billy R
Björn Isacsson
Blake AKA Bray
BleepBlip
Bloodbreather
BoB Super
Boehm familjen
BPRR
Brandon Milne
Brandon Reinhart
Brandon Vahlsing
Branson Zundell
Brendan J
Brenton Smith
Brett McLellan
Brian Hunter
Brian loves Amy
Brian Merritt
Brian Thornbery
Bridget Durand
Brien H.
Britnee Janowski
BrizoneBDA
Bryan L.
Bryan Swanston
Bryanna Mueller
Bryce Austin
BZ
C. Szubzda
C.N.Collier
Caitlyn Sudkamp
Caleb Franklin
Caleb Levy
Caleb Morgan-Woods
Callum ‘Mez’ W
Camden Flanders
Cameron Buzhardt
Cameron Pasteris
Casey Cordray
Caton Coldicott
CEppers
Chace Arrington
Chad C.
Charles Atkin
Charles Whyte
Charli Harrison
Charlie Donahue
Charlie Smith
Charlie T
Chen-Hsun Chiu
Cherry LaRuckus
Cheryl Deehan
ChinFurr
Chris Graff
Chris Kilpin
Chris Kristensen
Chris LaCava
Chris Mignone
Chris Snyder
Christian Boughton
Christian Menza
Christian Oppenhagen
Christian young
Christoph Awiszus aka DarthWishi
Christopher A. Cannon
Christopher James Thompson
Christopher Kenna
Christopher P.
Christopher Robar
Chumphreyo
Cianan Gordon
CJ Thibeau
Claire Stewart
Clint Propps and Marissa Worsham
Cluis
Cody Anderson
Colin M
Collin
Collin Waterbury
CommissarGurke
Commodore P and Giotto
Connor Huse
Connor Smith
Connor Wood
Conor Lehmann
Contrakt
Corey Chapman
Craig R
Crazyydan
Crescent Ainsley
Crow Bolt
Crys Braden
Curran Fischer
Cydr Jabłkowy
DaCheneySpecial
Dadland Games
Dakota
Dallin Yost
Dalox
Damon Priest
Dan Johnson
Dani Furr
Daniel & Elna Langs
Daniel A. Russell
Daniel Hawley
Daniel L Rypel
Daniel Traughber
Danielle Bayrami
Danny Atwood
Daren E. McCormick
Darion Nutter
Darkstutz
Dave Bell
Dave Edens
David A. Fire
David Allaire
David and Kerry
David Arehart
David Bo
David Bufkin
David Chervanik
David Gabriel Johnson
David Gibbons
David Lemmon
David Litherland
David Sharp
David Stanfield
David Torrey
Dayanna Knight
DeadeyeDesperado
Debbie Downer

Declyn Palmer
Deon Beswick
Derek M. Firth
Devin Steffens
DI BARTOLOMEO Thibaut
Dillon “Thundercake“ Wyatt
Dirty Dan
DoctaSquidP
Dominique Boeynaems
Drath3n
Dread Malacite
Drew H.
Drew K
Drew Walters
DrGouko
Driftwood
Drucilla S.
Dungeon Mouse
E Jefferson
Elementanta
Elizabeth & Trenton LeCleir
Elliot Brown
Elliot Phelps
Emerson Landon
Emilia Katherine Loring
Emily
Emily Dugan
Emily Frost
Emma Berke
Eoin Watt
Eric Alsop
Eric Firzgerald
Eric Harris
Eric Van Hyning
Erik Danielson
Erika and James
Erin Jade Raven
Erin Robinson
Ethan Bommer
Ethan McCann Edwards
Ethan Mullane
Ethan Nestel
Ethyn F.
Eva Dukerschein
Fai Danielle
Farmer Zanath
Fern
FiddleFern
Finnigan Solginsk
Florian M
Frank C.
Fraser 'BoarBound' Meredith-Vincent
Frixon
Funplay11
Furrubell
Garrison C.
Gavin Conrad
GC Cullen
Gene Harlow
Geoff Core
George Pitre
Gian Paolo
Gillian Luhman
Glenn Meyer
GM Chris
Gregory Freeman
GunnerLox
Guys Night Gaming
GuywithaMic
Gwendolyn R. Schmidt
Haley Swanson
Halftooth
haltageten
Hank Shazam
Hannah Perin
Harrison W.
Harry M
Harry Sackwell
Harry.T.S
Hassan Fajri
Heath K.
Henry Flynn
hidsnake
HighTechOger
HobbyHusband and Chuckxolotl
Hodgester
Hoklai
hungry_chickadee
Iago Underhill
Ian Ackerman
Ian Baumann
Ian Clancy
Ian Coffman
Ian Gordon Delgado
Ian M.
Ian Pegram
Ian perch
Ian somer
Ida Fahlgren
Ieuan sutherland
Iivari van Uden
InRavensWake
IrateSquatch
Isaac Hart
Isaac Kirkwood
J. E. H.
J. Racke
Jack Dekker
Jack in the Wild
Jack Merryman IV
Jack Turner, The Fat one
Jack Ward
Jacob Chapman
Jacob Horne
Jacob Logston
Jacob Mitchell Trom
Jacob Schuck
Jacqueline Jane Robertson
Jake D
Jalahjava
James Barbarosa Robinson
James D
James Duffy
James Lambert
James Lappin
James McCord
James Spencer
James V. Alexander
Jasmine Suivi
Jason Coggins
Jason Curran
"Jay and Madelyn Leonard
Noah LeBaron"
Jaycen
Jayme Doremus
Jebadiah Seibert
Jeffrey S. Lay
Jen Morton
Jenn Linton
Jennifer Manley
Jens
Jens Falkesgaard
Jens Rosstrand
Jerad Bailey
Jeremy Duket
Jerrod Warr
Jesse D. Harlan Sledge
Jesse Humphreys
Jessica F. Dye
Jessica owens
Jessica Rakus
Jet Ackroyd
Jill Pendrake
Jim Knoll
Jimbo W.A.
JJ
Jo Healey
Job
Joe Cana
Joe Collins
Joe Foran
Joe Lutovsky
Joel Munn
Joey Rivera
John “Fuzzehgamer“ Dotson
John Dunwoody
John Heluk
John M. Rudy
John Maher
John Milam Jr
Jonas Harper
Jonathan Dawson
Jonathan Durkopp
Jonathan Lerma
Jordan Lyon
Joseph Dubie
Joseph Willis
JosephB
Josh B
Josh Daniel
Josh R
Josh Silva Esperanzate
josh_the_human
Joshua “Stormhammer“ Beltz
Joshua Davis-Johnson
Joshua Nypaver

Joshua Thomas Wayne Keeling
Joshua Ward
JubJub
Jude Purrington
Juggy
Julian Nimmo
Justin Hadden
Justin M
Justin Tyler King
JustPlainnDave
JWD
Kaden Donnelly
KadotaTheBard
Kai Wil
Kajin Shows
Kapitan Chrum
Karadek
Karakreative
Kasimer Clark
Kasper Roghat
Katherine Rude
Kayos
Keith Kemp
Kelly Arnold
Kendall!!
Kevin
Kevin & Aaron Burdette
Kevin Hayes
Kevin S.
Kevin Wille
Kiana Tagupa
Kingkab2001
Kingtigerpz
Kit Stiller
Klio
Koi & Kendal LeFlore
Korinne
KP Saint
Kris H.
Kris Tipping
Krys Kamieniecki
Kurozora Konoi
Kyle Duggins
Kyle Xu
Kyler Stern
L Ward
Lacey Lindquist & Matthew Seidenfeld
Lachlan Van Eck
laldal
Lawrence Oberst
Levon "Fast Hands" Bakelmun
Liam B
Liam McGregor
LionCream134
Lisa V
Lock
Loren Rolfe
Louis Beaubien
lucas bechard
Luke C
Luke Conte
Luke Stebbing
M.G. Sullivan
Magus4Hire
Maltematik
Manon
Mara and Jon
Marc Jercher
Marceline Nix
Marcus Breed
Marcus Chaloupek
Marcus Mc
Marek Benes
Mark Bell
Mark S
Mark Somogyi
Marmer Dee King
Martel Solo
Martin Gilpatric
maskedbandit
Mason
Matt & Linda
Matt Denny
Matt Farleo
Matt Holliger
Matt Sadacca
Matt Spillers
Matt Wood
Matthew (paddy) adams
Matthew Beac
Matthew Coates
Matthew David Seeberger
Matthew Hommel
Matthew Pfister
Maverick Meimann
Max Frenzel
Max Moring
Max Zimet
Maximus Farrar
Maxwell Pelizzari Hague
Maybonics
Megan Schafer
Michael Blair Jr
Michael Calvo
Michael Fish
Michael Green
Michael Lee
Michael Lepley Grandson of Stanley & Evelyn Dankowsky
Michael Owen Hill
Michael wasik
Microwave_131
Mike Doolan
Mikkel Bakmann
MilitantLobster
Minza Trefalt
Mission Reed
Morgan Hus
Morgan Rogowski
Moritz Boehm
MURDOCK
MYLO
no3vil
Nachum Fisch
Nate
Nate Caughran
Nathan
Nathan Edgington
Nathaniel Frithiof
Naxil
Neal Biery
Nelson Lugo
Nic Salzano
Nicholas "Yabaganoosh" H
Nick Wood
Nicolas Bruant
Nicole & Leah Krueger
Nicole Sidiropoulos
Nigel McClelland
Noah Bukaty
Nora Alexandra Becker
Nora Solo
Offsetbinkie6
Oliver David Sadler
Oliver Winkler
Onionmilkguy
Orc Man
Oren Gross
Oswald Fenshoal
Owen Achard
Owen Cannon
Owen Gardner
Owen Mendelaar
oysterfrog
Page Bonifaci
Pandora's Hobbies
Parker Robbins
Parker Stuart
Parmesean Carroll
Patrick Chambers
Patrick D. Stoker
Patrick Readshaw
Patrick Sullivan
Paul Arden
Paul lee R. Eversole
Paul Spurgeon
Peter Balfe
Peter Balsom
Peter Loeks
Peter Shields
Peter York Holmes
PhantomBacon725
Phelan and Carol
Philip Linden
Piero Pirani
Pocketful of Geese
Preston McWhirter III
Preston Taylor
Pyke van Zon
Qrow
Quinn H
Rachel Duvall
Ragnar
Randy Gray Jr
Raúl Hermoso
Raymond Syrstad

Redblueshood
Reece Jackson
Reese Jeltema
Reggie D.
ReliableDM
Remick Bakey
Rene Demers
René Schul
Rhys Lucia
Richard Rossi
Riff Conner
Riley Curtis
Riley Jones
Ringo!
Rob Lowry
Rob Tew
Robert 'Seeker' Kupcek
Robert combs
Robert Harrison
Robert James
Robert Oliver
Robin Lilius-Lundmark
Rookskull
Ross H. Brubaker
RoyMcHunter
Rug.
Ruined Tabletop
RusselTheFox
Rusty Cyborg
Ruu Nichols
Ryan Conzemius
Ryan D. Felber
Ryan H
Ryan Percy
Ryan Woodroof
Sachkal
Sam Cope
Sam Harpe
Sam South :)
Sam Temple
Samantha Dimitrijevic
SamaROObob
Samuel Campbell
Samuel Johnson
Samuel Kitchen and Carla Drane
Samuel Lee
Samuel Lillge
Samuel Pichette
Samuel Stephen
Sara Azrin
Sara Smith
Sarah Clancy
Sarah H.
Sasha Gysin
Savannah Whinery
ScowlBear
ScreenStalker
Sean Imbody
Sean McDonough
Sean Sherman
Sean Wiseman
Sebastian Gottlieb Moritz
Seth Chambers
Sgt Mushroom
Shannon Downes
Shannyn Stevens
Shawn Edghill
Shawn H.
Shay The Reaper
Shrom
Sidney
Šimon Bohuš
Simon Kjellberg
Simone Bruno
Sirlegolot
Skert
sklender
Skulexander
SleeplessChaos
Slorder
Solinovae
Soulborg87
Springy_6609
Spyre Nelson
Stefan Carter
Steffen Schmidt
Stephen Coles
Steve B
Steve Ledger
Steven Garrard
Steven Gloyd and family
Steven Simily
StevyJoe
Stoned_Hobo
Stonekenj
Straight-Stack
Stuart Foley
Sunny Mornings
Taylor Seufferheld
Team VW
Telford Family
Teloneg
Tenpenny Gilde
Terry and Evelyn Jachimiak
That One Guy
The Andrews Family
The Bergstrom Boys
The Calders
The Cox Family
The Preacher
The Rings
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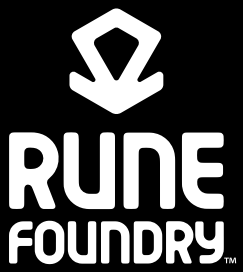

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